



## Action Battlefield™ B1.0 by MoonQuake

### User manual

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## About Action Battlefield™

Action Battlefield is the real action-packed WW2 experience freed from the laws of a restricted and close-minded world. Action Battlefield is your perfect balance of fun and realism. It will raise the fun factor and boost the replay value of the original game while challenging you in the most intense and strategic battles you've ever experienced. All the tools, possibilities and features offered will force you to rethink the way you were used to fight on the many world-wide actual battlefields and the new ones. Brace yourself... the war has begun. Let's get ready for Action Battlefield!

## System requirements

### Minimum:

- 800 MHz CPU
- 128 Megabytes of RAM
- 3D accelerated 32 MB video card or equivalent with HW-T&L (Hardware Transform & Lighting) and 24-bit z-buffer
- 400 MB free hard disk space (additional space required for Windows swap - file.)
- 16X Speed CD-ROM/DVD-ROM
- DirectX 8.1 Compatible Sound Card
- MS compatible mouse
- Keyboard

### Recommended:

- 1.4 GHz CPU (Athlon or Pentium 4 recommended)
- 256 Megabytes of RAM
- 3D accelerated 64 MB video card with HW-T&L (Geforce or Radeon recommended)
- 400 MB free hard disk space (additional space required for Windows swap - file.)
- 16X Speed CD-ROM/DVD-ROM
- DirectX 8.1 Compatible Sound Card
- MS compatible mouse
- Keyboard

### Required Operating Systems:

- Windows 98, Windows ME, Windows XP or Windows 2000
- Note that Windows 95 is not supported.

**Note:** For troubleshooting and gameplay performance solutions, please refer to the Readme file included with Battlefield 1942.

## Setup and installation

Follow the steps below to properly install Action Battlefield.

1. Double click the "Action Battlefield B1.0.exe" installer file.
2. Follow the remainder of the on-screen instructions and install the files in the required directory. You must install ActionBF in the following directory: "../Battlefield 1942/". Since you previously installed Battlefield 1942 in a directory unknown to the ActionBF installer, you must locate your "Battlefield 1942" game directory and select it as your installation folder. The default path of your Battlefield 1942 game folder is: "c:\Program files\EA games\Battlefield 1942\" without the quotes. But if you intentionally installed the game elsewhere on your hard drive, please select the appropriate "Battlefield 1942" folder path for installing ActionBF. Click OK and then click NEXT to continue with the rest of the installation. I suggest that you let the installer copy the shortcuts and the Manual to your hard drive, so don't uncheck any options at the end of the installation procedure.
3. To confirm that you successfully installed Action Battlefield in the correct directory, open your "Battlefield 1942" game directory, open the "Mods" folder and look for a "ActionBF" folder inside (you should also see a "bf1942" folder right there.) If "ActionBF" is indeed present there, you did a successful installation.
4. If you do not see "ActionBF" inside this "Mods" folder, then you probably specified the wrong directory to install. Follow the "Removal" procedure below and reinstall Action Battlefield.
5. Once the installation is complete, you can start Action Battlefield by using the shortcut created on your desktop by the installer. You can alternatively launch Battlefield 1942 and then use the "Custom game" menu to activate ActionBF.

**Note:** since Action Battlefield is a modification based on Battlefield 1942, you must insert your Battlefield 1942 play disc in order to play ActionBF.

### Removal:

1. Within Windows, click on Start -> Control panels -> Add or remove programs.
2. Locate Action Battlefield in the list and click Remove. Follow the on-screen instructions to complete the removal. This will not remove Battlefield 1942, only ActionBF.

### Problems activating, starting or playing Action Battlefield:

1. Follow the above instructions for removing your problematic ActionBF installation.
2. Reinstall Action Battlefield.

Note: For troubleshooting assistance related to the installation of Battlefield 1942, please refer to the Readme file included in the Battlefield 1942 CD.

## The Action soldiers

In Action Battlefield, you have the control of specially trained soldiers who can do many useful and cool moves as well as perform actions with more effectiveness. Here's a detailed list of the new features related to them, what new actions they can perform and how to do them:

- Five classes are available. All have as much importance as the others in terms of strategy and chances of success in combat: the scout, the assault, the anti-tank, the medic and the engineer.
- In comparison to the regular BF1942 soldiers, the ActionBF soldiers can jump higher, run faster and do more acrobatic moves without taking severe damage.
- Use the "parachute" key to feign death while standing, crouching or proning. (for better results, stop any action you were doing and tap the feign death button a couple of times.)
- Use the "jump" key to dodge attacks while proning.
- Use the "crouch" key in some situations to perform an "action move".
- No need to hold down the "crouch" key to stay crouched and still. You can look around, but any movement will raise you up, unless you hold down the "crouch" key.
- New ActionBF Blood FX: the most realistic blood effect ever made for BF1942! Also, soldiers are constantly bleeding when badly wounded.
- "Per army" soldier specifications:
  - US and UK: 40/50 HP, regular healing and repairing speeds. Regular body mass.
  - Russians: 50/60 HP, slow healing and repairing speed. High body mass.
  - Germans: 45/55 HP, slow healing but fast repairing. Slightly higher body mass.
  - Japanese: 35/45 HP, fast healing and repairing. Low body mass.

Note: soldiers do not start with the maximum amount of health points. They enter battles with fatigue accumulated. 40/50 HP means that the soldier starts with 40 HP, and can reach 50 HP if additionally healed. All armies start with more HP than default game setting. The body mass is affecting physics: a lower body mass makes you fly faster in the air but you are pushed way further by explosions which can be fatal in some situations.

## The Action weapons

An arsenal of new weapons, new tools and modified BF1942 weapons are at your disposal in ActionBF. Here's the complete list assigned to every class and the method for using them:

### Scout:

- **Knife:** right click makes you scream in anger!
- **Pistol**

- **Sniper rifle:** stays zoomed until you press the zoom key again.
- **Defensive grenades:** 4 seconds delay
- **Recon binoculars:** can also be used to help anti-tank soldiers who use mortars.
- **Burst jetpack:** each click of the mouse activates the jetpack temporarily for a quick burst.  
Limited amount of fuel in the tanks. Can be refilled at any ammobox. You are propelled to the direction where you look and if you are falling down too fast, you won't be able to use the jetpack. You must slow your fall down with the parachute.

#### Assault:

- **Throwable knives:** aim at your enemy's head for a fatal strike.
- **Pistol**
- **Long range machine gun:** regular firing rate, low recoil
- **Defensive grenades:** 4 seconds delay
- **Offensive grenades:** detonates on impact, careful with that!
- **Short range sub-machinegun:** high firing rate, more recoil

#### Anti-tank:

- **Knife:** right click makes you scream in anger!
- **Pistol**
- **Bazooka:** they now have an explosion radius!
- **Defensive grenades:** 4 seconds delay
- **Landmines:** now partially hidden in the ground, use right click for various throw power.
- **Portable mortar:** drop on the ground, artillery assistance: right click to get scout targets.

#### Medic:

- **Knife:** right click makes you scream in anger!
- **Pistol**
- **Double shotgun:** the closer the more damage you do.
- **Smoke grenade:** 1 smoke grenade to start with, then it takes 30 seconds to prepare and use the next one if you press the reload key. Effect lasts for a good 45 seconds.
- **Personal medipack:** more healing capacity, for immediate use.
- **Throwable medipack:** a medipack that you can leave anywhere for long-term medical assistance! Carrying 3 of them. Stay at their location as long as the owner lives.

#### Engineer:

- **Buildable bunker:** place the toolbox and wait for the bunker to appear. Use repair tool to finish up construction. Bunkers can be destroyed. Respawns as long as the owner stays alive.
- **Pistol**
- **Flame-thrower:** flames slide on objects, perfect for clearing bunkers and houses.
- **TNT**
- **Buildable Aagun:** place the toolbox and wait for the aagun to appear. Use repair tool to finish build. Aaguns can be destroyed. Respawns as long as owner stays alive.
- **Repair kit:** more repair capacity

## The Action vehicles

For now, ActionBF offers the current BF1942 vehicles, but they are modified and enhanced for more action, realism and fun! On every ABF map, you'll find twice the amount of vehicle that can usually be driven at the same time! For example, you can use up to 16 tanks per team on ABF\_Aberdeen. That's 32 tanks on the map at the same time! Take a look at what you'll be driving, the action way:

**Jeeps:** 4 x 4, faster and better equipped, the jeeps can now transport 6 passengers, climb bigger cliffs and travel the surface of the earth at incredible speed. They are equipped with a horn (fire button) and a radio (alt fire button). A nice little MG was added to them and they don't blow up when going into water. This is also the best vehicle for reconnaissance: a radar was added to the jeeps so that you can detect any units below its scan level. (incomplete test feature): You can also use any hand weapon from the jeeps. You can only fire once while in a passenger position and you can't switch weapons, so use this feature wisely.

**Tanks:** as essential as before, but now they're faster. You can also hide in tank turrets by using the position 3, and move the mouse to pop your head outside and look for enemies. No name tag is displayed when hidden in this position! The M10 Wolverine tank and the Russian T38 tank were converted into flame-tanks! Burn baby burn!

**APCs/Hanomags:** acting as respawn points. MG added at the back of APCs. It is now possible to shoot the driver and passengers of APCs and even get inside them without using the "enter" key. You can shoot soldiers inside hanomags, but the driver is untouchable. All Hanomags are towing a kubelwagen.

**Planes:** they're all faster and more maneuverable. Smoke tracers are added to the bullets for a movie-like experience. All single-seat planes are equipped with rocket-propelled bombs for deadly attacks. The B-17 offers many additions. It acts as a respawn point, hosts 5 soldiers plus 12 more on the two jeeps attached to the plane! (accelerate to detach jeeps) That's 17 possible soldiers in the plane at once... talk about a deadly paratroop attack. On top of that, the B-17 carries nuke bombs: detonates after 5 seconds; takes 30 seconds to reload; hit the "fire" button to drop the gift.

**Naval units:** all transportation boats are now carrying a jeep. Perfect for beach assaults! The submarines can now travel underwater for a good 2 minutes without the need for resurface.

**Notes on "respawn point" vehicles:** if there is more than one of the same type of vehicle acting as a respawn point on the map, the respawn point indicator on the mini-map will not appear at the location of both vehicles separately. You will see the indicator in the average center of the position of all vehicles of the same type. Also, it is absolutely normal that enemy units can respawn from stolen vehicles. Even if borrowed by the opposite army, those still remain the property of the original army. The enemy might be able to spawn from those vehicle locations, but they can't "enter" stolen vehicles.

## Quick ActionBF FAQ

**Q:** Is Action Battlefield a total conversion mod?

**A:** Yes. I'm planning on changing about everything from the original game and add tons of new vehicles, weapons and features. (Up to the limit of the BF1942 game engine!) Also, since it is a modification to the original game, you will need your Battlefield 1942 CD to play ActionBF.

**Q:** What version of BF1942 is compatible with ActionBF?

**A:** ActionBF will run successfully on a clean BF1942 version 1.4 installation. No tests were done for compatibility with other mods. If you have any difficulties running ActionBF in duo with another mod, just deactivate that mod.

**Q:** I started an ActionBF game but I can't take off with the jetpack, blow people up with the bazooka or launch myself using TNTs and grenades, what's the problem?

**A:** Since patch 1.4, you must set your game to allow explosions as well as blast effects to affect soldier's physic. To correct this, do one of the followings depending on your preference:

- 1- Start your dedicated server by making sure 'Friendly Fire' options are activated with 'Infantry Splash' set to any percentage(%). 100% is default, but you can set it higher or lower if you want the jetpack and explosions to have more or less effects. If 'Infantry Splash' is set to 0%, it will disable the jetpack, bazooka blast radius and explosion jumps. (This procedure is permanent unless you deactivate FF options. I strongly recommend doing this as those changes are affecting future dedicated and non-dedicated games.)

or

- 2- Start BF1942 and create a game. Once you are in the game, press the tilde key (usually the first one on the left side of all the numbers) to bring up the Console. Once the Console is opened, delete any extra characters in the input line and type this: 'admin.soldierFFratioOnSplash 1' without the quotes then press Enter. If you see no error messages following your input in the console, you successfully activated soldier splash effects! Close the console (tilde again) and enjoy! (This procedure is temporary and will not remain if you create a new game.)

**Q:** I got an old computer and the special effects are slowing down my gameplay experience. Got a suggestion?

**A:** Yep! Lower the Effects Quality value under the Video Options. You might want to lower other settings too, and maybe keep the nice effects! ☺

**Q:** What's up with the ABF maps? What's special with them.

**A:** Longfield and Ambush are new maps as you probably know. ActionBF will feature many other new maps as the mod progresses. All other regular maps that have the prefix 'ABF' offers twice the amount of available vehicles at the same time. For example, you can get up to 32 tanks at the same time on ABF\_Aberdeen if you wait for them to respawn. Note that ActionBF is compatible with all regular and enhanced 'ABF' maps so you can play with or without the extras!

## **The ActionBF team and the credits**

### The team

**MoonQuake:** founder and creator of ActionBF. Responsible for every aspect of the game from the interface, the models, the textures, the sounds, the coding and the new animations, to the music selection, the new maps and all features included in the mod since November 2002.

**Devil:** ActionBF's pro skinner. Responsible for the new and awesome soldiers skins.

**Highway:** ActionBF's sound design guru. Responsible for the majority of the realistic and high quality sounds found in ActionBF.

Great job, team!

### The credits

Thanks to JustAFlap, for the web site hosting, the beta test server, the suggestions and the constant support in the progress of ActionBF.

Thanks to every [FP] Clan member for their time spent beta testing and waiting for my damn internet connection to upload new betas... ☺

Thanks to my girlfriend for her understanding about the time and sacrifices it takes to create an entire mod. Je t'aime mon amour!

Thanks to Ferrez for doing whatever was needed to do for the good of ActionBF.

Thanks to Jad for the shotgun and jetpack models and skins.

Thanks to Beastmonkey for the review of this manual.

Thanks to all BF1942 web sites who constantly posted my press releases and progress updates.

Thanks to all of you players for the feedbacks (good and bad) about all the features of my mod. Without you guys, why would I do an entire mod? ☺

Thanks to Digital Illusions (DICE) for making great video games.

Thanks to Pepsi™ and Heineken™ for the great taste and physical support for those numerous hours of editing.

I might have forgot some people, so I'll thank the whole planet for being my source of inspiration and giving me a good reason for doing what I really love: having some serious fun playing video games with people.

## **Action battlefield's Official web site**

Visit [www.flappro.com/actionbf](http://www.flappro.com/actionbf) for up-to-date news about the mod progression and share your thoughts and comments in the ABF forum.



## Known issues for public beta 1.0

We are already aware of most issues related to this release of ActionBF. Here are some of them little bugs that will be fixed in future ABF patches:

- Issue with the maps 'Battleaxe' and 'Market Garden' where the clients joining the game might suddenly crash to the desktop. The problem seems less recurrent with patch 1.4.
- When passenger in a jeep, if you fire using a machine gun, the firing sound might loop forever. Simply switch to another seat and it will stop.
- You can only fire once and can't switch weapons when passenger in a jeep. So just pick your favorite weapon before you enter. (the code is in progress)
- You can't switch from position 1 to position 3 in jeeps. Just go to 3 then go to 2.
- If you tried to feign death while you were doing any other action, the soldier might not do the complete death animation. To make sure it works, tap the button a couple of times and don't do anything if you want a successful and dramatic dying performance.
- It is possible to slowly move and jump while in any feign death state. This issue might or might not be fixed depending on the will of the public.
- When building bunkers or aaguns, it sometimes happens that the object appears instantly instead of doing it after the usual required build time. This is a problem with the BF1942 engine.
- Ammoboxes can be moved around because they've got a nice set of wheels now. However, you will always see 2 ammoboxes near their usual spawn location: one is a real ammobox for restocking, the other is a fake ammobox that you can use for setting up booby-traps or to block roads or entries to houses.
- Singleplayer games are not supported for now.
- Content check (CRC) verification is not supported for now.

## **End-user level agreement**

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