

Find help on the FRENCH REFORGER MOD discord if you need ? Check our progress about this wiki here ?

EN Rules

+ BASIC RULES

Respect All Players: No insults, toxic behavior, or harassment. Show respect to teammates and opponents.

Fair Play First: No cheating, glitching, or exploiting bugs. Violations will be punished.

Team Collaboration Required: Actively participate with your team by communicating, sharing resources, and working towards objectives.

Play the Objectives: Focus on achieving the mission goals instead of camping or avoiding combat.

No Intentional Teamkilling: Deliberate friendly fire is forbidden. Report any rule violations immediately.

Be a Good Player: Encourage a positive community by helping newcomers, staying constructive, and following the rules.

Follow Admin Directions: Admin decisions are final. Respect their authority to ensure a fair and enjoyable experience for everyone.

+ FOR NEW PLAYERS

Choose a loadout: Before deployment, you can select a predefined class to be battle-ready as soon as you hit the battlefield.

Customise your loadout: Visit the arsenal to customize your loadout. Don't forget to use the Save tab to save your loadout so you can respawn with it.

XP & Rank: Earn XP and level up by working as a team and capturing objectives. You can view your level by pressing "J" (default key). Some content will unlock as you achieve higher ranks.

Vehicule: Build a depot at the base to access and construct vehicles.

Organize your squad into one vehicle to earn additional transport XP and prevent vehicle spamming.

Lock your vehicle to your squad if needed, especially for helicopters.

Objectif: The first army to capture all the points wins the game.

Need help ? Don't hesitate to ask for help in-game ! or on the discord

+ **HARDCORE CONFLICT ?**

Thanks to IronBeard this is a new type of conflict with some tweak:

Restricted 3rd Person: 3rd person peeking has been disabled for infantry/gunners. Only drivers and pilots can use 3rd person view.

Preset Loadouts: Role based loadouts to reduce cognitive load and encourage players to choose less costly kits.

Loadout Allowances (Rank): Saving a custom loadout is determined by the total supply value of your kit, which is scaled based on your rank. Increase your rank to save a more expensive custom kit.

Teamwork XP: Earn extra XP and rank up faster by completing most tasks in the proximity of a team mate.

XP Penalty (Death): To encourage more tactical decisions, players will lose a bit of XP if they die to an enemy. However, that XP is restored if they were near a team mate.

Scaling Death Respawn Timer: Each time you are killed, a small amount of time is added to your respawn timer to encourage more tactical decisions. Penalties are reset to 0 if you stay alive beyond the threshold (20 minutes).

Rank Based Suppression: Suppression effects have been tweaked from LM suppression and the intensity scales based on player rank. The higher the rank, the lower the effects.

Death Info Screen: Get to know who killed you (and other useful tips for the game mode).

No uncon VON: Players who are unconscious should not be able to call out enemy locations and status, and is thus disabled.

Faster Medics + XP: Anyone who has a Medic Kit within their inventory is considered a medic, and will enjoy double speed for applying bandages, tourniquets, etc. Anyone who heals someone (including enemies) will earn some XP to encourage gameplay.

Slower ADS Speeds: The default ADS speed is 0.35 seconds for most weapons. In real life, it takes an average of 1-2 seconds to raise a rifle and obtain an accurate sight picture.

Shorter Nametag Distance: To encourage positively identifying targets before engaging, friendly nametag distance has been reduced so players don't learn to use it as a crutch.

No Killfeed: Killfeed has been disabled in the fog of war remains in effect.

Shorter Radio Ranges: Antenna ranges have been shortened to create more of a defined "front line".

Frontline Respawn Timer: Bases that receive enemy radio signal are considered on the front lines, so respawn timers have been increased to spawn at these locations.

Contested Respawn Timer: Bases that are under attack have additional time added to the respawn timer to encourage players to spawn elsewhere.

Supply Capture Time: Supplies are factored in to the capture time for bases, making it worthwhile for logi runners to keep frontline bases stocked, adding more strategy.

Slower Strafe Spam: Strafing speed is unrealistic and been reduced to discourage strafe-spam tactics when engaging enemies.

Increased Squad Sizes: Squad sizes have been increased to allow for larger groups to work together and stay together.

Revision #2

Created 2024-12-16 15:00:45 UTC by Benjamin

Updated 2024-12-16 15:21:36 UTC by Benjamin