



Squad Leading Guide

Comprehensive Guide

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Unfinished Working Draft

Expect Missing Content And Grammar Issues

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Introduction

About This Guide

Squad leading has one of the highest skill ceilings in any game I know. Knowing the right call is easier said than done in live games. Squad leading is simple if you want it to be, and for many it is. Anyone can squad lead after playing a few dozen hours of squad to learn the basics. This guide is for people who want to take their squad leading to a higher level and win games with the in-depth knowledge and explanations of everything you will need to know to succeed in Squad. This guide is meant to be an answer, for every question.

Disclaimer: *This guide is an infantry SL perspective, it does not cover vehicles and leading them. Vehicle squads are complicated in their own separate way. I am an infantry player and tend to be weaker on those subjects. **ADDITIONALLY**, This guide is NOT intended to be a competitive guide, competitive matches have their own strategies that clans use that work due to seamless coordination. Squad public matches are NOT that, thus this guide is made for the perspective you are likely to encounter as a Squad player, which is when sometimes people don't listen and weird stuff happens, but sometimes great things happen.*

About Author: I (TempusOwl) started playing Squad 2016, and grew to love it for its communication and strategy. I liked the pace of it and how the game has so much depth to it. When I started I saw so much varying opinions, information and styles of leadership in squad.

What is a Squad Leader?

It is the person who puts themselves out there to lead others or to manage vehicles. In Squad, the SLs have significant value on the battlefield due to their ability to place game-changing items like rallies, radios and HABs/Ammo Boxes. These items **require** the use of the "**Squad Leader Kit**" and the role of squad leader itself only marks you on the map as a larger icon and the ability to place map marks and manage fire teams/kick people from the squad.

The squad leader sets the plan by giving move marks, while providing helpful updates to help your squad be informed what is happening around them. Quiet squad leaders have a negative reputation, which can hurt your group's moral. Anyone (introverts like myself or extraverts) can be a semi-decent SL starting out with minimal understanding, simply communicating your plans with move markers/words and reiterating important events is a great starting point for any SL unsure what to say and do.

How To Become A Squad Leader

- By opening the Command Map (caps lock), press the green button in the bottom left corner to create a squad.
- You are encouraged to name the squad after your intended play style, this helps players join that are interested in your play style.
- If you plan to create an infantry squad, consider saying INF or Infantry. For vehicle squads, name the squad after the vehicle you want (sometimes the exact model type). Server admins call this "Vehicle Claim", claiming vehicles helps ensure your squad keeps the vehicle throughout death/respawns.
- Creating squads are first come/first serve, having Squad on an SSD does help a lot in sniping vehicles or filling your infantry squad fast after the loading screen.
- You can also lock a squad before creation, or after, by clicking the lock icon. Red means locked. You can manually invite players using the click-down below the naming box.

Note: You are unable to rename a squad, it must be disbanded (everyone loses their kit) and they must rejoin.

Roles & Role Management

Ranked in effectiveness and game-changing ability. The kit your squad mates bring to the battle will determine how effective your max potential will be. Do not hesitate to ask people to change before the match starts, or to fit mid-battle. Importantly, having a squad full of microphones is useful, players who lack them are unable to callout things when it's important. Some SLs will name their squad's "Microphone Only" to make their life easier.

Squad Leader Roles (Essential)

The SL can choose between 6 different SL only kits, lead pilot, lead Crewman, rifleman iron, rifleman red dot, rifleman 3x optic. Opting for optic is a must unless your squad is empty. The rest of the kits are straight downgrades. If you intend to manage armored vehicle you must choose lead crewman, downside is **they require 1self+3others to place FOBs, and similar for rallies (need to verify?).**

Heavy Anti-Tank HAT (The Strongest Pick)



The single most significant role on the team to hold off enemy vehicle pushes. A single uncontested enemy armor IFV/Tank can cause havoc and allow the enemy to advance with impunity. Therefore, denying the enemy armor by death, or position (IE: making them return to main for repairs) helps immensely with objectives. Calling for friendly armor (can be) a long-lead-time thing, in some cases it may totally be unavailable due to respawns. HATs fill this role of existing within the conflict to react fast to threats by providing high damage against enemy armor.

Your team may have a max of 2 per faction, depending on the server's player count.

- HATs are best when positioned alongside the infantry during a push/defense. Enemy armor is often reactive to callouts and will go where they are needed. If your team is low on armor assets, armor is likely to fight infantry. Having them near the infantry is important.
- HATs can have success in chasing armor, but their ability to complete the kill is severely diminished when alone. They require the support of at least 1 rifleman/ammo bag to increase their chances of getting the kill, otherwise most armor will be able to get away and repair. Be cautious as some HATs players may run towards any armor mark, regardless of its status/distance. This can cause them to be out of position when they are most needed. When in doubt, having them nearby the infantry is a good idea.
- HATs should never be taken with stationary squads, or non-infantry types (IE: Mortar, TOW/MG FOBs, or back caps).

Medic (Essential)



Allows for your group to sustain itself on objectives and reduce ticket loses. Pushing with low health drastically reduces your success, trading a round or two when pushing is common within Squad. Being half health is a recipe for death in 1v1s.

Encourage them to stay in your midline, neither the front of the group nor the back of it. Players are most likely to kill those in the front first (SL etc... First they see) or the in the back (the last they see). Medics in my experience do best with having personal autonomy to go and revive who they want/feel safe to. I rarely request them to prioritize reviving a certain player (or even my squad) besides in pivotal moments.

Strengths

- They negate "Dead Dead", this is when a player is revived they have black tunnel vision. If they die within this state it's called "Dead Dead", the player is instantly sent to the respawn screen. A little known trick is if a medic FULL heals a player who is recently revived, they can die instantly and be revived again. This is powerful when a medic can safely revive others on the ground behind cover (like a window), thus letting your team take risky peaks with little risk.
- They can "touch" people who were revived recently for under second, this will cause players to start regaining stamina. Ideally, a medic should touch everyone they revive with their medic bag, aiming while recently revived is quite difficult for most players.
- They carry 9 bandages, these can be used to bandage others in a pinch.
- They carry a lot of smokes, making them useful smoking out pushes.
- Arguably one of the most powerful kits in the game for PVP, the ability to self-heal and have multiple bandages when played right is strong if the medic can stay on the move and not get overwhelmed by the enemy. Additionally, they have an optic. When a medic has to fight, a strong medic can do a lot of good PVP work.

Weaknesses

- They are vulnerable to attack when healing or reviving.
- Reviving causes audible sounds, nearby enemies can hear bandaging and try to push them.
- Can not be depended on, generally the medic kit has a higher skill ceiling to know when it is safe to revive, when it is not. Sometimes a good medic can become clutch and save your entire push, other times they will instantly run to revive a person who died 15 seconds ago and smoke and try to revive and die.

LAT (Strong Pick)



Vehicles can bog down an entire squad, a single effective LAT/HAT kit can be massive discouragement towards attacking vehicles. The mental game of being hit can push away enemy vehicles, even if shots are not effective.

Strengths

- A single LAT/HAT kit can be a good discouragement towards attacking vehicles. The mental game of being hit can push away enemy vehicles, even if shots are not effective. This can be used in a pinch.
- They are able to "disable" almost all vehicles in the game (or cause them to RTB) with one shot (some easier than others).
- They can disable light vehicles, or finish them off.
- Factions using the RPG system are provided fragment rounds in addition to HE. They are quite strong at firing long distances and doing large splash damage, or firing into buildings/HABs.
- A greater number of them are allowed in a game, unlike HATs which are limited to two.
- The bottom choice has an optic.
- They can single shot the tail rotor of a helicopter, which will cause it to spin and crash. Shooting the body is generally not worth it, due to its high health.

Weak Points

- Their rounds are unable to do damage on heavy vehicles like tanks (unless hitting the engine), and require multiple hits to destroy medium armor vehicles like BTRs.
- They are ammo hungry.
- They typically have one shot of HE (unless you choose insurgents and choose the one WITHOUT the optic, which is super underrated and players do not know about).
- Fragmentation does little to no damage to vehicles, it's not worth using on them for the ammo cost.

Rifleman (Strong Pick)

They carry ammo bags, their bag can be used to resupply a LAT/HAT to solo enemy armor at best or weaken it into retreat. They can also resupply your rally as SL to put pressure on POIs.

Encourage them to conserve their ammo bags for LAT/HAT and your rally at the start of the game. Lastly, direct them to pick up their ammo bag if it is dropped, abandoning an ammo bag can be costly.

Strengths

- They are the only role with an ammo bag, thus the only means to resupply rallies, bandages, HAT/LAT+ more deep into objectives. (Besides vehicles / FOBs).
- Their optic makes them strong in PVP, there is almost always a slot open for Zoom Optic Rifleman, unlike kits like medic that limit 1 Optic and 1 Iron sight.

Weak Points

- Their ammo bags are placeable, they can get lost during the chaos, and it is costly to rearm them.
- Ammo bags placed in crowded areas may get zerged by friendlies, the person who needs it most may miss out.
- New players may play the non-zoom optic styles, not understanding they make it difficult to see targets. The zoom optic is essential in ALL cases because of the impact it provides you. The majority of other kits you can select under rifleman are plain bad, sadly.
- They can suck ammo from a FOB if multiple respawns do a full arm of their kit+ammo bag.

Grenadiers aka GLs (Strong Pick)

Equipped with HEs, they can destroy entrenched enemies inside buildings or nearby cover. They are strong against dense trees and bushes and can push back attackers. Most importantly, GLs can deploy fast smokes to allow rapid pushes. The downside is they burn ammo quickly, and take up the LAT slot.

The HEs do nearly zero hull damage to vehicles, they are not an ideal pick for armor heavy layers.

Combat Engineer / Sapper (Situational Pick)



Used to destroy enemy radios/vehicles using C4. They can also plant mines and shovel (up/down) things faster than normal troops. They are best deployed in small, highly coordinated groups trying to achieve goals of taking out FOBs or placing mines near the enemies' main roads and try to do the most possible with

the fewest number of players assisting them. Game flow of a Combat Engineer is to run far into the enemy and chase down FOBs, place mines or help repair vehicles and building things. This contrasts with how most Squads Infantry plays, with defending and attacking in a very rigid way based around objectives. A well-seasoned combat engineer can be incredibly useful to the team in the right moments if they are positioned properly, like their ability to repair armored vehicles who are tracked. Their kit is and ability is largely underutilized by players who lack game knowledgeable, making it an

overall liability in my opinion. You will often see players throw a C4 on a radio that has friendlies 10 people digging it down “To do something, BIG EXPLOSIONS FUN /s” which is how lot of people try to play combat engineer.

Marksman / Sniper (Uncertain Pick)



It is one of the most highly sought-after kits in the game, though its value is questionable and with its slot better used elsewhere, typically.

Perform best in a defensive role where they can scout the enemy as they approach and buy time with separation by returning firing and putting out kill zones 300m+ out, that otherwise would be inconsistent with a normal optic. Their second-best use is to help close the distance for pushing squads, if you have a questionable FOB 400m out, having MMs to manage a handful of enemy defenders has a strong impact on preventing your team from becoming bogged down on their push.

Shortcomings

- Kit attracts lone wolf types that do not necessarily assist your squad's goal.
- They will rarely be in a position to support an enemy HAB proxy or an objective capture % as the role incentives static bipod play from a distance.
- Standard rifleman optics are quite effective at ~200 and up to 300-400 meters, potentially depending on the player. As an MM they may have easier picks 300 beyond, this varies greatly on skill.
- The role itself is not even the best for "getting kills", the machine gunner is far superior for that and has better capabilities like destroying light vehicles and disabling rotors. Both things MM can't do.
- MM rifles are **not** one-hit kills (besides head). Unless they are very comfortable ranging, they are likely to die quickly to return fire or be flanked by approaching squads. Most infantry elements have optics, and can quickly return accurate fire.
- Their scope reduces your effectiveness in CQB and pushing the attack.
- They will eventually be spotted by any moderately organized squad, they will need to stay on the move, further exposing themselves to enemies in CQB and other challenges.

Strengths

- The scope /w binos allow them to scout areas and engage at distance easier than any other role.
- When in a recon role (w/ microphone and FTL) they have a small footprint and the ability to see far, great for scouting FOB locations and enemy movement and can hold an area solo and give advance warning to upcoming attacks.
- They generally will win 1v1 at ranges beyond 300 meters.
- Can camp enemy HABs/Forces from range to allow squads to advance.
- If they have great aim, they can be quite devastating when the sticks fall just right.

Autorifleman (Weak Pick)



Having no good optic choices, they lack the ability to attack far away with accuracy. They can have some success on large maps or to suppress enemies for an advance, though this is rarely successful as they become an increasingly loud target, since yeho graphics update they become flashing targets too. They are best used for spamming tons of lead towards the enemy. Most notably, they lack ammo bags which is a significant penalty for the role, compared to what it gives in return. The role is designed around being static and using the bipod, which incentivizes players not to listen to you and stay in areas where they can use their bipod and shoot.

Encourage them to suppress points of interest like roofs or rocks, ideally with a height advantage. In some situations, they can be used to destroy enemy logistic vehicles or light vehicles by shooting their engines or tires. They can do a lot of damage when in the right position (less than ~60 m of the enemy).

Machine Gunner (Strong)



It is an upgraded auto rifleman, sometimes with an optic (strong) other times iron sights (weaker). These guns are heavier calibers meaning they do more damage, unfortunately their damage value does not matter unless the target is weak as the time to kill (TTK) is the same compared to a rifleman's kit. The significant benefit of using MG is their rounds have less of a damage drop off penalty beyond 300 m, meaning they do greater damage at distance than typical weapons. Translating the typical 3-4 hit kill at range, to 2 maybe 3. This really enables you to tear people apart at range before they have the chance to hit cover and react (think maps like Kohat). The machine gunner can farm kills like no other kit, and they are best in slot for this.

In some situations they can be used to destroy enemy logistic vehicles or light vehicles by shooting their engines or tires, their increased ammo damage helps a lot in this niche case compared to your standard rifles. They play best in defense when static and bipod'ed. Downside is they tend to be slow-moving players who bipod and dislike moving, which is great for defense, bad for attacking.

Crewman (Weak Pick)



Vehicles should almost always have their own squad, so they can listen to command, especially with armor. Otherwise, you will have random SLs warning you of nearby threats that you must relay. It is quite distracting unless you are commanding the vehicle yourself. Exceptions being, you need to reclaim a damaged vehicle (this requires crewman's repair kit). Lastly, in some niche, having pre-kitted infantry crewman can be useful if they intend to solo a vehicle. This is generally more important for logistics where there is uncertainty there will be ammo to rearm off the vehicle for a new kit. Generally you are able to get away reliability rearming off most armor and non-logistic vehicles.

“No Kit” or Unarmed (Useless)



These kits lack almost everything and should be a priority for someone to replace. Using this kit may lead to being kicked/banned from servers.

Communication

Speaking In Squad/Local Chat

- Saying enemies are coming from the “x” can come across as noise and can be ignored by accident, always use map markers to help SLs make informed choices. This will also help players with quiet SLs be aware of what is going on.

How Command Chat Works

The main focus of command is to callout important information during the game, or aid in the decision-making between squad leaders. Like requesting helicopters, supply or stating factual events like we are losing the objective. Command is NOT meant to be used for conversations, thus your usage of it should be short and concise (and hopefully applicable to multiple squad leaders). People should be able to reply with yes or no answer, if there even needs to be a reply. You may hear command chat become chaotic, and people argue. Do not be one of those people! If you have an issue with someone, you can use direct (see below).

There are 2 different ways to do command chat, using ALL command that is activated through pressing G. This will let ALL squad leaders hear you, this is sometimes important like when requesting help or calling out enemy vehicles. Alternatively, you can direct radio To using Num + 0 (the commander) & NUM 1-9 for each squad leader. For squad numbers above 9 you must use all command to talk to them.

- Saying/asking “anyone” or “someone” or “others” or “a Squad” to do X is not going to go well. You have ~6-12 squads doing their own things with their own missions. SLs will often ignore a command that is not directed to them, especially for defending. Instead, call specific squads by name and state what you want from them. This will improve your results immensely and give accountability to needed actions.
- . If you find yourself wanting to discuss, ask questions or set things up, use direct as not to clutter command chat. Command chat ideally should be used for important callouts only, not discussion.

Forming Callouts

Common Issues

- Using degrees callouts In squad coms, people are often spread out and this can be confusing. You are best to use NESW, unless you are in local chat.

- Being too complex (or talking too much), keep your callouts simple and let the players work towards the threat. After dying, be quiet and look at your map.
-

Everything FOBs Explained

What is a FOB?

Forward Operating Base (FOB), FOBs are made up of several elements.

- The HAB (Hesco Accommodation Bunker aka spawn bunker)
- Ammo boxes
- Repair stations
- Placed Sandbags, Emplacements (MGs, TOWs etc...)
- The Radio

The term FOB is an all encompassing term, sometimes used to refer to specifically the radio or a HAB depending on context. Denoting your callouts as "Radio or HAB" is important to prevent confusion, the exception is you're not in the radius of the FOB and are unable to see its status and purely its map icon. When inside a FOB radius, you can see its status by looking at the upper left.



- The top icon castle is the health of the radio, if the radio (castle icon) goes down to $\frac{2}{3}$ health (bar turns yellow), spawning becomes disabled until the radio is repaired.
- If the radio is bleeding out, the health bar will be empty and a red countdown circle will begin counting down on the blue castle icon seen in the image above. Once the red circle expires, the FOB will disappear and is lost. This countdown is 1min, so a half circle means 30 seconds left etc...
- The radio itself will change visually in 3 different stages. Fully erect, second being stacked boxes, the third being boxes on floors. Lastly, bleed out where it sparks. Once the model changes on radio, it is no longer operating and will deny enemy spawns.

How To Build/Remove FOBs

You need the follow to be able to build a FOB. *One thing to note in the marine's update is the AAVP (Amtrack) with the gun can carry supply, BUT it's not able to place radios. The one without the gun with the bullets on the map icon can place radios.*

- Using logistic capable vehicles
- Have squad leader kit

- Be not within exclusion radius
- Not too close to a main spawn (changes per map)
- Have one friendly nearby (any squad).
- Be within 30m of the logi.

Placing/Removing FOB Items / Deployables

Press pressing F you can place items. You can use the arrow keys on your keyboard to rotate items to better help you position them. Items must be placed within the blue circle of a friendly FOB. You can remove deployables, and get a partial 80% refund IF the item was not fully built yet. If the item was fully built, you get no refund if it is dug down.

Removing A Friendly FOB

A teammate can dig down their own radio at no ticket cost, to do this you must dig it down fully, **THEN** keep digging until it disappears from the ground. This will skip the bleed out and instantly delete the radio. Be sure to communicate if this FOB is needed by anyone, before digging it down. For game modes like invasion, this is a great way to prevent enemies from bleeding you of tickets when attacking.

FOB Radius Explained

The blue inner line represents the area you can build/place items and drive a logistics vehicle into to resupply. While the transparent outer-line represents the area you are not allowed to place any FOB Radios inside, this matters a lot for FOB placement/planning though this is a task for your Squad Leader and not something you need to worry about as infantry.

Radio Importance & Radio Recovery

The radio stores all the supply for a FOB, so defending it is a priority over the HAB. If a radio is destroyed the faction also loses 20 tickets, this has been increased and encourages your team to defend your radio. The radio has a period of sparking where it needs to be defended until it fully vanishes, this takes about 1 minute. Once it vanishes all ammo, construction, emplacements, ammo boxes and HABs are destroyed. Leaving only sandbag/cover type items left.

All radios emit a sound of "radio chatter" when nearby, this helps in locating one's inside buildings or in bushes. Once dug down you can tell, if the radio stops making sounds, the sparking box disappears from the ground. The HAB will vanish as well.

Finding A Enemy Radio

Check nearby buildings, and check bushes. If it's really hard to find, you can place a FOB creation mark on top of a FOB item to figure out where the radio is. Most will put it in a building, or in bushes. You can be meta, and look at where the enemies main is, and the safest

place to place a radio (if you were them). Then check there. If the radio is not obvious, it's likely behind the enemy line and not anywhere between you and the enemy.

One tip is, if you see an enemy logistics vehicle they may have not moved it and the radio may be nearby. Give a deep search around any logistics vehicle.

Last tip, you can use previous HAB/radio marks on the map to narrow down its possible location.

Proxying/Disabling A HAB

You can disable an enemies HAB by placing two people nearby it, ideally this is your Squad Leader (no shovel) and another player. The other players try to find the Radio nearby or dig the HAB down one level. Digging either the Radio down one level or the HAB will disable the spawning until the enemy restores them, allowing you to focus on searching. The HAB proxy radius increases based on the number of players on the HAB, attacking with several players is recommended.

- If you find yourself solo and camping a HAB all players spawn facing to the East, there is a mild delay when they spawn where they are immune to damage. To conserve ammo, wait until they fiddle with their gun for a half a second before shooting them. Have your back on the western side of the FOB to force them to turn around to kill you, and request help from nearby players or your Squad to help proxy the HAB.
- SL's lack shovels, therefore should camp the HAB as your Squad search for the radio while one stands with you.
- Disabling / Camping a HAB will cause all nearby enemies to come to you, be prepared to defend.
- In rare cases where you are unable to find the radio easily, digging down the HAB one build level where it's in-game model changes will deny any enemy from spawning in giving you time to find the Radio.

Supply FOBs - Logistics (Logi) Runs

Hold T to open the menu when inside the blue circle FOB radio. This will give you the ability to unload and load supplies. You can pay attention to what your vehicle is carrying in the bottom right when pressing F. You do not need to be in the vehicle to unload/load supply. Helicopters carry supply as well. If a vehicle is destroyed, all of its supply is lost. If a vehicle is about to be attacked, highly considering dumping its supply in a FOB.

- Are marked on the map with an ammo/bullet icon instead of a solid icon used for a standard non logistics transport, for example.
- Some SLs at the start of the game will run 1200 Construction and 1800 Ammo, this will build two FOBs+Ammo Boxes with none left over.
- You can take supply from your own FOBs, though this will hurt your Squad's teamwork score and can create issues with vehicle repairs and ammo resupply or emplacement usage.

- Supply carry limits vary between supply capable vehicles, in those cases make sure to verify the desired amount in the vehicle.
- SLs love to abandon half full logistic vehicles, feel free to radio specific ones through Command and ask if their logistic vehicles have supply.
- When driving a logistics at the start of the game, getting to the area first is the most important thing, especially for mid-points. Plan the fastest route before the game starts, or ask for someone to guide you. Not getting there first can cause you to get pushed when arriving by the enemy's FOB squad, and you can get wiped.
- Logistics vehicles are vulnerable to attack and lack armor, therefore take longer routes if it is safer. Approaching from the trees behind the FOB or away from the front line is often the best method in resupplying an FOB (or trying to create a new one mid-game). Logistic vehicles are fragile and lack protection and should avoid enemies at all costs.
- If logistic vehicles are lost or stranded it can be incredibly punishing for you team, in severe cases you may be unable to create an FOB for several minutes. Logistic vehicles will self-destruct after 10 min if untouched by friendly players.
- Players will often shoot their wheels out to deny the enemy that logistics vehicle for 10 minutes. Typically, it is better not to outright destroy them, as the enemy is unlikely to try to repair it. One exception (maybe) would be if the logistics vehicle didn't get its radio/FOB down. In that case you may destroy it as not to risk enemy SL placing a radio/FOB down depending on the state of the match. Ask your SL if you are unsure.
- Helicopters can act as logistic vehicles, which is often their main purpose through a match, they should never be used unless you are comfortable flying them and have a good number of hours flying them in training. Crashing them waste tickets and people **will** get angry with you.

Helicopter FOB Radio Drops

Besides logistics vehicles, helicopters are the only other vehicle that can drop a radio. Helicopters are balanced in a few ways, they carry less supply than standard logi, sometimes as low as 1000 (600 build for ammo+hab w/ 400 ammo). Secondly, they are loud, like insanely loud and have a large attraction to anything nearby, and it can burn your location.

Helicopter are amazing, for being able to quickly place a radio at the start of the game. This can set the tone for the entire game. Helicopters can rush the mid-point and help the team spawn them and start setting up a defense. Additionally, they can help to quickly rotate back caps, to the next attack to set up a FOB.

Below is an example of how this works at the start of the game, it works similarly mid-game.

Putting Radio Down With A Helicopter

1. Place your move marker on that mark to let all other squads know that you are covering that area.
2. Radio the helicopter pilot and ask if they are willing to do a "heli drop" on H8 (or similar).
3. If they confirm, tell your squad to enter the helicopter and get in it.

4. Communicate to pilot you want to get a radio down on the FOB Creation Mark, iron out any details before the match starts like if the helicopter is going to hover towards your radio spot or not.
5. Personally, I avoid using the gunner, because I been shot out before. Personal choice.
6. While waiting, it is a good time to give fire teams.
7. After takeoff start scouting out the windows for enemy helicopters, if you spot any alert everyone and try to have the gunners engage until you get down safely.
8. If there are enemies placing FOBs nearby, you must decide whether to abort, if the pilot has not already chosen for you. Typically, if an enemy lands first on a contested point you should abort, otherwise you risk full dismounted squad(s) shooting at you while landing. That said, if you have good cover between you and the enemy and a full squad, you can try to take the fight IF you think you will be able to have time to land and build the HAB up. If you choose this, you MUST tell your squad to push the enemy helicopter to delay their squads for pushing you to by some separation to get your HAB up, ask one to stay to dig up the HAB and the rest to push. Direct your squad if they die to give up and respawn quickly once the HAB is up and not wait for medics.
9. If you believe, the enemy is already under you or inside where you want to be. You should highly consider aborting and make a safer attack HAB. The helicopter's tail rotor is papery and can be destroyed by an MG easily and not worth getting it stuck near an enemy HAB unless you think you can take the fight and get a radio down.
10. If you find yourself aborting and have no plan/somewhere safe to go, you can always try setting up a repair station somewhere useful for your armor squads.

What To Know About Helicopters

- Unlike all other vehicles in Squad, helicopters are difficult to use and require at least a 5-10+ hour learning curve just to be able to land consistently. Anyone who thinks they can pick up a helicopter and "be new and try it out" WILL kill you and your entire squad. I play the same servers consistently and learn what pilots are good, avoid the ones who are bad or unknown. Generally people from clans, especially those on their own server, are good picks.
- They carry less supply. 1000, 1200 or 1500 for example.
- You can press F while inside to check the supply of the helicopter as a passenger.
- They are loud, so much so anyone nearby will mark your landing spot by audio alone.
- They are large and highly visible, additional chances of being spotted. TLDR: Do not expect helicopters to be stealthy at all.

Good FOB Qualities

- Radio placed inside a covered building to prevent artillery strikes, vehicle hits (**Important**)
- HAB itself is in a covered building to prevent mortar and artillery strikes hits.

- FOB Radio is placed away from the HAB itself. Giving your team chance to recover one or another if one is lost.
- FOB Radio is easy to get to/defend from the HAB itself.
- The HAB has multiple exits or ways to defend.
- HAB is angled in a way to block vision of both entrances from one angle.
- HAB itself has its openings facing away from doorways or opening to prevent being camped by BTR (like fragmentation rounds/GLs).
- HAB is placed somewhat near buildings and could potentially be used to climb up on to get on the second story of a building (like on maps like Mutaha).
- The ammo box is placed away/hidden from where vehicles/enemies may be able to see it, this will allow LATs/HATs to safely rearm if camped. Good vehicle squads will try to find the ammo box to prevent LATs from rearming.

Bad FOB Qualities

- No Ammo Box, though placing one and not shoveling (if in a rush) is not the worst idea.
- Radio is placed out in the opening or in a field. Armor will easily find it and destroy it. I can also be hit by mortars too.
- It's placed right next to your HAB. This is a problem, as the enemy is likely to find your HAB just by where you are attacking them from. If your HAB is location is burned, it may get air struck or attacked. If the radio is nearby the HAB, both can be destroyed.
- Super "Fortified" HABs Never design a HAB to be difficult to enter ("aka defensive walls, sandbags, wire, etc. if it makes it difficult to leave. Enemies will easily proxy you and bleed your spawns as you trickle out. Putting up some walls to block FOB camping and emplacements is one thing, but putting sandbags on windows, doors, wire etc... all around is frustrating generally and does not help in AAS or RAAS, potentially in Invasion defense it can if you plan to turtle right on the point but in AAS or RAAS it's a bad idea.
- Placing HABs on a hill or in the open where it can be attacked from many angles. At worst place it within trees or at (very) worst place it at the bottom of a hill to limit directions of possible contact. HABs that are in the open are prone to being attacked by enemy vehicles or squads with little recourse to counter.
- Placing the radio forward your of your defense line, meaning you always want your HAB to be first thing enemy sees, not your radio.

SUPER FOBS

Are term used by players to mean "a really big FOB with a bunch of guns, HESCOs and sandbags". On game modes like invasion a super FOB is a must, you are playing to bleed the enemy of tickets and having a well defended FOB is great for that.

The problem me (and many other experienced players) have with RAAS/AAS super FOBS is, they are often a bad choice for the team. A good super FOB requires a personal logistics vehicle, that is not playing the objectives. Building HESCOs, weapons and so on require a lot of construction. With an equal amount of investment in people helping to build, that are not playing the objective. The greatest problem with super FOBS is they give people a false sense

of security. Building several bunkers, weapons, observation post (with the netting) is only as good as the amount of people willing to defend and sit in them and do nothing else (rare). Countless times, I pushed defense super FOBs with a bunch of expensive empty enemy defenses. Super FOBs is in my opinion are only applicable if you intend to have squads (more than one) defend that objective and not attack (IE: Turtle). RAAS/AAS heavily pushes you to attack, to get that 60 tickets per first capture. Turtling is only applicable in the late game, some games do not even get to the point where turtling is an applicable idea. This puts super FOBs in a weird spot where that effort is better spent elsewhere supporting existing FOBs, or creating new ones to help the attack. Lastly, some super fobbers set up on the second or first point "because it's safe". This is a horrible/toxic idea, they are giving the enemy 100s of tickets potentially. There are some excuses that building a super FOB on a mid-point is a good idea, sometimes it can work. Anything less than a mid-point is risking that super FOB may never be applicable to the match, and it's wasted.

That all said, placing some deployable on a weak side of your point is one thing, but if you need several logistics runs that is too much. The idea is, you should not need to defend a point for long, just long enough to have your attack be successful. I may throw down 10 sandbags or a few HESCOs to block off angles.

Lastly, placing weapons is not a super FOB thing in itself, some maps like Kohat plopping weapons all around is an excellent idea to deny enemy movements. The problem with super fobs comes more from the defensive items that cost a lot. Most maps do not benefit from weapons, because their view is so limited between trees and terrain.

Outside Objective vs. Inside Debate

Why you should not build a FOB on the objective.

- The radius changes added in 2.12 punish central FOBs, limiting the ways to build opposing FOBs to pinch the objective and support multiple flanks. This forces the team to rely on a singular FOB with no quick backup choices to get players back in the fight if an air-strike or wipe were to occur.
- It will be spotted and marked as enemies push the point, likely very likely artillery, or mortar target.
- It is the natural path of the enemy. It is guaranteed to attract people to your FOB which is not ideal and if you lose the objective you will substantially increase the chance you lose the FOB. Having your FOB to the side of the objectives forces enemies to take people off the objective to commit to a FOB attack or simply ignore it all together, allowing your team to recover and take back the objective.
- The point ultimately **will** get encircled by the enemy FOBs (if they have good SLs) Once the point is encircled by the enemy resupply is incredibly risky and any alternatives are bleak. You must sustain yourself with resources you.

- Defense teams can fall apart quickly when pushed by organized squads and armor, and may require backup.

Notable positive sides are

- Sometimes the objective is the only decent safe area in the surrounding area and is worth putting on the objective rather than force your team through grass fields down mountain faces to their death.
- It increases the chances of people spawning and playing the objective to defend it.
- They encourage your team to turtle and defend, it is far easier to succeed in turtling, because it requires no coordination. Pushing the enemy requires coordination, thus having a higher risk.

Calculating FOB/Objective Sustainability

Squad Leader need to make calls based on the information on the map and anticipate what the enemy plans. The map is by far the biggest asset to you as an SL. Seasoned SLs know objectives are less about who can take the objective, but rather who can play the better “FOB game” aka “The Battle of the FOBs”. The team with the better FOBs and coordination will almost always beat out a mechanically better team through zerging alone. Success in Squad is LARGELY determined by position/resources of the FOB and whether it has been discovered, attacked, or camped. While uncontested points can be swiftly captured by a lone squad, any contested objective needs a good FOB to support it or you are on borrowed time.

Calculate status of my FOBs using the categories below.

Enemy’s Intel

- Players often run in a straight line to an objective, seasoned players will eventually track down your FOB as the game progresses most of the time. Often it can be spotted by drones or roamers.
- The longer you spend fighting over an objective, the greater risk your enemy will discover your FOB and mark it (though command assets, luck or zerging). Relying on a single FOB going for the hotly contested objective is a recipe for failure.
- Skilled pilots will try to scout FOBs from the air and mark them. If you notice helicopters circling you, watching you on their left side, or passing low, you can assume you are marked.
- If your FOB contains mortars or is an attack FOB, it is highly likely to be scouted. The noise profile of these FOBs make them easy to locate, if they are successful they may even aggro the enemy and force them to push you despite being far off the objective.

Defensive Blueberries

- Does the FOB have defenders around it or people who will give a warning to an attack? If not the FOB is unsustainable and is likely to be destroyed as the game progresses and more of your team spawns there. If it is attacked, your team will need to rotate players to defend.
- Naturally, as the game draws on, the enemy have ever-increasing changes of setting up attacking HABS that will pressure you. This is a massive problem if you are pushing the

enemy FOB with everything your team has. As games go on people get bored of this and will try to attack instead, this is a strong move as 30 minutes into a game defense squads may be bored and have drifted to attack, leaving no defense. As a general rule no defense is a coin flip and ticking time bomb of whether it will work, sometimes a full attack works, other times you will overextend and lose it all.

- If your entire game hinges on a single FOB highly consider dedicating some of your own squad (2-3 people) to protect it. Make sure they stand spread out from the HAB itself 50-100m or so away from it so the enemy does not walk right up on them and proxy/dig the radio right away. Once they take contact and die you can alert your Command Chat and hopefully get spawns to rotate there to defend. Most SLs seeing an important FOB called out will rotate to protect it if nearby or able.

Overall FOB Design

- If the FOB is placed in a bad area, like on a hill or etc... the sustainability of that FOB comes into question. If the FOB can be attacked from far away by a single BTR or MG FOB you should be concerned of that FOBs longevity.
- If the FOB is placed in the open or has little to no cover between it and the objective, it will likely be a kill field, and you will burn tickets if you fail to capture the point swiftly. Holding with a FOB out in an open with few safe paths to the enemy objective will often cause you to get encircled by armor and the enemy. The FOB itself is likely to be lost if pushed by the enemy and their armor, as you bleed tickets trying to push predictably.
- On early points a bad FOB is not a dealbreaker (as you are unlikely to get attacked by multiple squads) but a bad mid-point FOB can be a lot more challenging for your team to sustain on.

Alternative Spawns

- If the FOB lacks any close rallies, consider placing one of yours between the objective and the FOB so if the FOB gets attacked you can try to recover it as a worse case.

Rotation Time/Distance To Objective

- The further away the FOB is from the objective, the less chance it will be recovered if attacked. Once a FOB is attacked, squads must sprint into it to recover it and rarely have time to fully clear tree lines and do it safely unless it's one guy on the radio. Zerging the radio if it is on bleed out is typically mandatory.
- A FOB radio beyond 300~ meters is not physically not possible to get there in time on foot while being able to clear it. There is a potential to recover up to 200m and beyond that your odds are slim if it is on bleed out. This of course is assuming they found the radio and its bleeding. If they have not, your odds are greatly increased, and it's worth pushing them to recover if you are uncertain it is on bleed out or not.

Mortar FOBs / Attack FOBs

Are best played in small groups of 2-4 people, with fluid mortar missions and map updates to keep useful missions hitting useful targets. If command chat / map markers are rather silent, mortar FOBs will lack greatly in their usefulness.

Ranging marks beyond 300m are rounded to the nearest 50m value. This makes far-away mortar missions quite inaccurate. Try to coordinate with other SLs or your squad to confirm hit and whether corrections must be made. You can use Command All to see if someone wants to help spot hits as you send them over.

Use a mortar calculator (see Squad Resources Section) to get increased accuracy.

Common Issues

- Their noise causes them to be burned quickly by prowling enemy squads. You should dedicate some people to defending it or expect to lose it, when you have 2 on the guns and 2-3 defending you pretty much have your entire squad working them. At that point you have to ask yourself are the motors as effective as your entire squad on objective?
- They cost a lot of ammo upkeep, you will need supply runs or helicopter drops to do sustained fire or they will become abandoned.
- They can become obsolete on larger maps as lanes shift far away.
- Sometimes games are chaotic and messy, you never get good callouts leaving you twiddling your thumbs on fire missions or guessing with ineffective missions.
- Once you are marked you are likely to be counter mortared, unless you know the enemy's position this can be RIP.







Strengths

- HE's ability to suppress people into cover when in small open towns is great, when people are trying to defend a spot hitting them over and over limits their ability to move and engage the incoming squads from their HAB. This gives the ability for squads to move up and attack and hopefully proxy.
- Smokes are game changers on large maps when you need to cross a distance **when coordinated with other squads**. This make otherwise impossible pushes, possible due to their rapid deployment and large size.
- They can be a cheese way to foundation enemy HABs/Radios if you know their exact spot and they are in the open. You may want to use tool like Mortar Calculator for exact ranging as SL marker ranging is in increments of 50m which is inaccurate.

Capturing/Defending FOBs

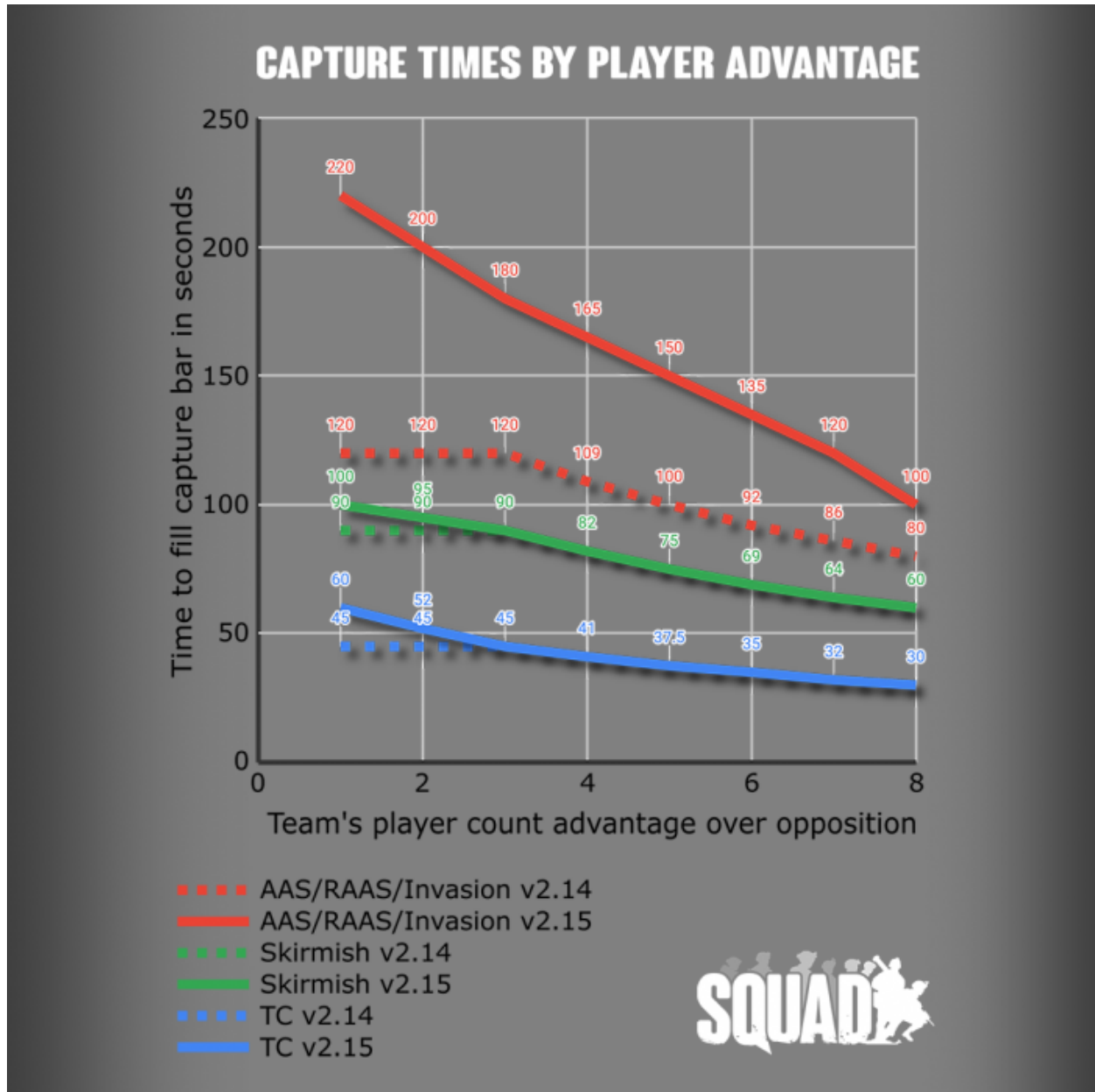
Capturing in Squad is determined by if your team has at least 1 member within the Objective's radius, the size of an objective's radius varies in shape and size. Objectives that are 1 enemy

and 1 friendly become "stalled" where no capture progress is made on either side. You can tell the status of the objective in the upper left, or check your map and check the icon.

ICON	DESCRIPTION
	CP is neutral, but can't be captured at the moment
	CP is neutral, your faction can capture it.
	CP is capture by a faction, but can't be attacked at the moment.
	CP is captured by your faction and can be attacked by the other team.
	CP is captured by the other team and can be attacked by your faction.
	This is a base . It can't be captured.

Objectives that are blinking RED with a white flag means the enemy has a body advantage and will capture unless, the point has more friendlies who rush on the objective. If the point is blinking blue, it means your team outnumbers the enemies on the objective and your team is capturing.

In the latest update (2.15) FOB Capture Scaling has been added, making older strategies like 1 man back capping among others being less viable. The scaling changes are seen below.



Lastly, once you notice a point is being taken, that is a significant warning sign to pay attention and figure out how many there are. If it is one guy on point, perhaps it's a lone wolf. If you notice 2 or more people, you should expect a full squad pushing off an HAB. If you have 4 people on point, and suddenly you are losing the point at x4 rate, you know there are a ton on point about to attack you. In most cases if you are defending you must push towards the enemy and buy time and get intel, if there is more contact or a HAB request backup. Last thing you want is them walking on point and overrunning your FOB and causing a snowball. This is called "separation". If your FOB is on point, runaway from it and separate the enemy from getting near your HAB. If your FOB is off point, run towards the point to push them away.

Notable Takeaways: Having a single person capture is now punished severely. Full squads can capture points over 2x faster than a lone person.

9 Man vs. 1 Man Debate

Is the idea to drop off one guy to capture the back caps on the way to midpoint, this strategy stems from PRE v2.14 where you only saved 40 seconds at best with a full squad, this meant leaving one person and driving to midpoint was a great way to get your squad to a powerful position with a full group and get up a FOB with relative ease with minor downsides.

Now in Squad v2.15+ dedicating an entire squad to capturing can be beneficial, sometimes even outweighing the loss of the squad staying on the back caps. On maps like Goro/Yev that are large, finding the lanes/side the points are going early on can give your team a significant advantage to snowball. Additionally, going for repeated captures before the enemy team has a chance to catch up can overwhelm the enemy if they are not doing the same as you. If you play your cards right, you can even capture mid-point uncontested if your team can coordinate and follow-up full squad captures of their own.

Lastly, this change was introduced to encourage teams to defend their first/second point, as rushing first point on some maps is an issue. Maps like Al Basrah or Talil are common maps people rush with helicopters, having an entire squad there to capture can make quick work of an attack or help delay them.

Map Understanding & Management

- You should be checking your moment every 45 seconds if not more. Seeing newly added Enemy markers is massive and gives you time to react. Having your map hidden for 2 minutes squashes any time you could have to reacted as a SL.
- As a new player upon death take time to soak in what is going on and set up your new plan and give orders to your squad now that you can see what they are all doing. It can be challenging to soak in the map mid-battle.
- You can change scaling, icon style and other useful settings as desired by pressing Capslock and pressing map buttons in the upper right to open the pull down.
- Anytime you encounter enemies mark them with your attack/move and mark them exact on the map for all to see.
- Be VERY mindful of marking the correct type of enemy armor. Marking a MBT as an APC could cause your MBT to die as it drives willy-nilly thinking it is safe.
- Refresh marks if you notice them losing color (assuming you know they are still accurate), this helps SLs make informed choices as the battle goes on and encourages blueberries to attack these locations again if they are near.

Map Markers

- In my opinion, is the single greatest form of impact you can provide your team (besides successfully building FOBs). For many players in Squad, when they see red they attack it, you

can abuse this for your benefit. If you are having trouble in an area, slap down a two or three helmets to get the attention of nearby players. Many will run straight to that area to kill things.

- Another useful thing is spamming helmets nearby HABs or the Radio implies it is being overrun, most squad leaders (and smart players) will attempt to save the FOB if they see that.
- Lastly, keep reapplying map markers if they are still valid. People assume things got destroyed as the game goes along. Attack FOBs with TOWs can be quite punishing if you forget they exist. Refreshing marks prevents costly mistakes.

“The Ticket Game” – Methodology

RAAS/AAS

- If the game was a lot of back and forth and likely close, ask your squad to not give up spawns as you approach under 60 tickets and instruct your medics to get people up. As you reach ~30 ask squads to hold spawns if they die and encourage them to play defensively and turtle. Attacking anything is far more likely to result in death and ticket loss, therefore if you are playing for tickets, turtle unless you are certain you can capture their point with your forces.
- Vehicles have large ticket values, you can destroy an abandoned enemy logistics etc... to waste tickets as it comes down to the wire.
- Remind your armor/vehicle squads to play defensively, losing vehicles during a close game can be GG. I have come across many games where you are within 1-25 tickets of winning only to lose to a heli/logistics driving around resupplying or a tank trying to push the attack.
- Any game approaching 40 minutes + is an end game and victory/lose is likely near. Most games do not extend beyond an hour in RAAS/AAS. If you are 200 tickets @ 45 minutes, you are winning and the enemy is likely near losing.

Invasion

- Has greater focus on kill/death economy, each point should be treated as its own final stand.
- There is no way for the defending team to increase their tickets (600+ on invasion). The attacking team (~200+ tickets) on the other hand can gain significant tickets (+100 per capture) thus deny as captures as possible is main win condition for defenders.
- As a defensive squad, it's hard to know the state of the game.
- Sometimes suffers from the "last push mentality" where if the enemy team is low on tickets they do a coordinated push in the final hour and win the objective. Thus, do not let your guard up, even if victory appears certain.
- The more your team is killing, the greater chance the enemies are failing and bleeding tickets.
- If the attacking team captures multiple points without your team eating enemy tickets/putting up a good long fight, that is terrible in invasion. If they had 60 left,

gained 100 and gained 100 again they are up to 260 which is more than some layers start with on attack.

- Super FOBing on invasion is often recommended.
- Unlike RAAS/AAS you want to build FOBs almost exclusively on the objective to encourage people to be on point.

Meta Gaming

You can exploit some of the game's systems and players' humanistic behavior to get the upper hand through assumption.

- Whenever you disable a logi pulling into their intended FOB placement, consider destroying it. If they are able to return and drop a radio off it that is how you can get rolled. If the logi has already dropped, the radio shoot out its tires to leave it unable to move. This will force them to send someone with crewman kit out to recover the logi (which rarely happens) which can deny them supply and FOB creations for a large part of the game.
- Players are likely to run in a straight line from their FOB, give or take a 100m left or right. Once you see a few enemies coming from a direction over and over, you can usually infer there is a FOB nearby. As you play more Squad you learn where FOBs generally get placed.
- As matches progress the higher chance defenders have pulled off from defense, or the defense has become weak. This is only true if your team has failed to pressure the enemy defense. Players generally will get bored and stop spawning there, or run off the point. You can bring loaded logi/helicopter to wipe the point if you play your cards right.
- You can leave an enemy radio dug-down 2 levels, this will prevent them from creating a new attack FOB. This can be devastating on some smaller maps, though it requires coordination/baby sitting to prevent blueberries from digging it down.

Gambits & Niche Strategies

Gambits are a strategy that puts yourself in a weaker position to try to catch an opponent off-guard with an atypical move. Gambits are typically seen as the statically bad choice to make, as they lack consistency and can be punished by a smarter move. When a gambit is successful it can be a game changer in itself, when it fails you may find yourself in a worse position, or lose entirely. Gambits have their place, though they require careful consideration/knowledge when to be used to limit any potential liability they may cause you or your team.

Using Your Rally For Warning

TLDR: Is useful in some cases, though the value of rally itself is often significant and using it as spawn point is better.

Your rally will burn itself if any enemy comes within 30 meters, additionally it will give an error prompt and a few minute cooldown if you try to place one saying "Enemies are nearby". If you notice either of these behaviors, enemies are nearby. You can use a rally to give warning to

yourself. Great idea is placing one near the radio, if your radio goes down you will see your rally burn 15-30s before the radio goes down, which can help you react. If radio is nearby the FOB, though if a radio is nearby the HAB this plan is not worth it, as the HAB itself gives warning once it becomes proxied, unlike the radio which only goes down if manually dug down by an enemy.

The issue with this gamit is, you are wasting your rally by not deploying a new one that could help your squad in their attack/defense. Rallies are hugely undervalued by new SLs, a good rally can pump out several pushes that otherwise would be impossible with your HAB. I have seen many games where good rallies help capture and even snowball with a badly placed/non existent friendly FOB. Additionally, rallies can enable you to set up flanks that further confuse the enemy and aid you. Lastly, rallies consume ammo, so deploying them randomly or in areas likely to encounter enemies "just to see" can be a massive waste of ammo (and time) due to their cooldown.

Scouting / Recon Squads

TLDR: Tends to be a waste of bodies. Pulling 9 bodies off playing the objective is a massive gamble.

Recon is a term used to describe an infantry element that seeks out enemy positions/movements and reports back to command. Recon historically is discouraged from taking fights, rather recon is about gathering information for as long as possible. Only choosing to fight when necessary. Recon typically ventures far away from the AO, where intel is limited to try to find enemy FOBs.

Recon can be a strong way to fill the map with marks, letting armor squads know potential armor movements and help setup FOBs on the next proper objective. Being forward to the objective allows you to form into an attack and potentially snowball the enemy if your team is able to secure their objectives. Unfortunately a good recon is only as good as the layer you are on, if you are far away, or your team is dropping the ball a recon squad becomes useless at best, and detrimental often due to their distant operations from the objectives. The other issue with recon is fireteams play a huge role, and one/two FTLs can accomplish the same ability, if not better due to their lower profile movements than an entire infantry squad. Lastly, if you are focusing on the next objective, you are not helping the current objective and increase chances your team will fail to hold, then you will be out of position for defending leading to potential snowball.

HATs w/ Vehicles

TLDR: Really strong, but only as good as the HATs skill and experience.

- It can work great, like setting up an ambush and resupply for multiple follow-up shots. Personally, I dislike this playstyle as you are giving a lot of autonomy to a player of

unknown skill with a valuable role + vehicle assets. I have seen this playstyle (often) become "drive to a chokepoints near the enemy's main's road and set up an **ambush**". This can potentially make you liability for main camping (or cause you to get yelled at by admins). Personally, if someone wants to drive around and shoot hard-hitting rounds, they should be an armor squad in my opinion. Without support they are prone to dying, and being distance from the fight they can be totally irrelevant if the player is out of position.

Mechanized Infantry

TLDR: Can be really successful, requires coordination and a good dismount point. Often played poorly.

It is a unique strategy where a full squad is supported by an armor element, with the SL as the driver/gunner or potentially as infantry and different squad mates with the vehicle. Playing as an non-mech infantry squad can be difficult, especially when points move. Having a vehicle able to ferry your squad around to relevant points helps in snowballing the enemy. A Coordinated Mechanized squad can be a powerful force to take poorly defended objectives and establish clear/safe objectives to aid in setting up a FOB.

HOT DROPS!!! Personally, the idea of mechanized infantry dropping right on point is a huge gamble. You are setting yourself up to be encircled instantly, and having to fight your way out with zero intel. One LAT/HAT can cripple you with no escape. I have seen Mech Inf work best when the infantry is dismounted ~100m away from the objective, and have them push on foot with a rally to spawn off to draw fire, gather intel. Then shortly after confirming contacts and their locations request support with the BTR. This allows you to clear a path of ATs threats, reduce your noise profile before engagement, and allows for a safe escape plan behind the BTR, while keeping a larger separation distance that will protect your BTR from threats.

What To Know

- *Armor squads are often task saturated with engaging armor, or supporting your team as a whole.*
- *Limiting vehicles to your squad can be to the detriment of your team, depending on how you go about their use. In Squad ground movement is valuable for gathering intel, rushing on the point (like many mechanized infantry squads do) is a recipe for failure.*
- *You have little to no situational awareness pushing into an objective in a vehicle, especially at a combat speed. If enemies have eyes on during dismount seasoned players can easily predict and engage you before you gain environmental awareness.*
- *The ticket cost of an IFV + squad wipe is substantial, more than a tank.*
- *Lastly leading the squad is challenging, if you man the vehicle as SL you lack ability to place rallies and coordinate things first person, if you let others command the vehicle you must relay vehicle callouts constantly which can become difficult or tiring.*

People Who Request & Use Light Vehicles

TLDR: Good idea for some vehicles, others not.

Main has various vehicles that people may not take, like machine gun jeeps, truck or bikes. Taking these to the battle can help get more people to point, when lucky they can even tear apart enemy logis. Unfortunately, light vehicles largely become abandoned, especially open top MGs types once people get to point. The closed top styles can be super strong, sometimes causing them to be vehicle claimed.

Strategy of using their weapon systems to kill enemies is often a joke with open tops, the chance of death is high. BRDMs and closed types can hold their own, anything else for the most part is a loud coffin that attracts attention. Any moderately skilled player will hear it and try to flank and disable its gunner rendering it useless. I personally avoid unarmored open top vehicles like the plague and escape them as soon as possible.

Lastly new/careless players may request them mainly for "personal transport", this is quite wasteful. I direct these players to respawn and eat 1 ticket, then the 5 tickets of the vehicle being shot up. Though, allowing combat engineers to take them to drive far away to place mines is a good idea if they are not in use.

Bringing More Than One Logistics Vehicle

TLDR: Bad idea generally, the risk is too great.

Setting up a fortified FOB is expensive, construction can cost 1000s and ammo equally as much. If you want to build a fortified FOB bringing multiple logis early on is a good way to start getting up defenses fast.

The early game is quite risky, often setting the tone of the match. Losing a logistics vehicle early on can be devastating. Losing multiple logistics vehicles can cost you the game. Bringing multiple logistics vehicles to the mid-point is a huge gamble, if your team gets wiped that can be a GG. Reducing your risk by creating multiple FOBs is often a better plan than to commit to one central objective all in. This is even more important on larger maps like Yeho/Goro that require you to cover a vast map area until later points narrow down the potential objectives. While this gambit is workable on smaller maps like Chora where FOBs are limited, on larger maps you want map coverage, especially early on to try to catch 3/4th point nearby to setup for strong mid-game.

Going For Kill Count

Kills yield 1 ticket (or 2 for Commander) when a player bleeds out or gives up. Games can typically have 200+ kills per side. Killing players gives tickets, and thus wins you the game. Setting yourself up for getting a lot of kills can be a winning strategy.

What To Know

- *Medics are powerful tools that can negate kills, not uncommon for players to wait a few minutes before giving up. Unless you are providing overwatch on those you killed revives are quite common.*
- *Games usually have similar kill stats, and destroying vehicles or capturing objectives yield far more impact on the enemy. Repeated armor death adds up quickly, tanks are worth 15, IFVs 10 and so on. Wiping all armor on the map (*Dp. Layer) could be like losing entire objectives worth of tickets.*
- *Sometimes you get the most kills by not playing the objective typically, example firebase may farm 40+ tickets with kills, but if they do not play the objective they potentially just cost the team 20 tickets by failing to support capturing efforts. Having a 9 man squad supporting the objective, rather than for kills on a hill would be game changing in this case.*

Lone Wolfs / Recon

TLDR: Niche, but can be useful if they are a skilled FTL.

Is a term to describe a soldier who has ventured themselves alone into combat for a specific mission. Usually they have a great deal of autonomy due to their distant operations from their faction. Lonewolf typically understands there is no support, there is no help and they must fend for themselves.

Rushing The Enemies First/Second Point

TLDR: Not recommended **at all**.

This is a complicated strategy that requires a bit of luck on RAAS, but can be easier on AAS as you know the locations. The idea is to rush the enemies' expected first/second point and wipe them before they can capture, then usually create a FOB to hold off their attempt to capture. This plan usually requires a helicopter drop to get there first.

The catch with this strategy is one lone person hiding in a bush can capture the point if they sneak on, even if you have more than enough to deny the capture. This is because you must capture the previous objective to capture the next, thus you are irrelevant until you capture all the previous objectives on the map. This can take under 120 minutes (at best), often 25-35+ minutes. Holding this position for that long is challenging, if you fail to do so your squad is totally bypassed and becomes no longer relevant, causing you to more or less run on foot to mid-point which is a large waste.

FOB Hunting

On 2.16 FOB Radios were increased to 20 tickets, rather than 10 tickets. This means taking out a radio causes even more harm to the enemy. Focusing the enemy and their radios with a small squad can be a strong way to bleed the enemy of tickets and options.

Dedicating entire squad to is strong, only in the right circumstances. If you are traveling 900 + meters to an enemy FOB away from where you should be, resulting in you having to double back another 900 + meters to become relevant again is bad. That said setting up FOBs to attack FOBs, rather than objectives or chasing down FOBs

IED / Bikes / Drones

Placing multiple IEDs on a drone or bike can cause it to destroy enemy HABs, radios and armor with ease.

In my experience it's fun to do, but is risky and requires the stars to align to get the most benefit.

Squad Leading Further Explained

In addition to setting up FOBs, coordinating with other squads you have various privileges, workloads that normal players do not have.

The First Five Minutes

1. Create a squad as soon as possible, this will attract the most serious players with microphones. Longer you wait (generally) the worse caliber of people you will have join your squad.
2. If you want people to hold spawns keep saying that over and over until everyone knows, otherwise.
3. Run and claim a Logi, if there is none tell your squad to hold spawns. Then direct those to hitch a ride where they can. Do not forget you can also consider using a heli drop.
4. Wait until you greet people so people have time to trickle in.
5. Then use your microphone to greet people so they can hear your voice and feel at ease.
6. If you want people to be a certain role now is the time to manage that.
7. Split the squad in half with Charlie and Bravo fireteam and tell them to swap it between themselves. Leave no one Alpha squad.
8. Pay attention to what Command and other squads are doing. Keep the map open and see what is being planned.
9. If command places down bunch of FOB creation marks, **set your move marker there** to show other squads you are going there.
10. If no markers are placed, place your own FOB marker (see: Placing Objective Fobs for more info).
11. Set your move marker there to let others know your intent.

12. Have a backup position/route in mind in-case something changes like Heli/CMD wanting to go there without communication (it happens).
13. Drive quickly as possible without risking flipping, follow other Logis if you are unsure fastest way out of main. You can also elect someone else to drive if you want to focus on the map which is a good idea too.
14. On the drive inform your squad of your goals, saying things like we are placing a FOB on our move mark.
15. Confirm someone is doing back captures, if not drop someone off. You generally do not want to ever do this if you are making an aggressive HAB that is in a hot area where rush timings may come into play.
16. Double check the radio placement on the drive, make any fine adjustments on the map such as which building it is in etc.. and verify it does not conflict with plans of the other squads. If it does direct radio them right away and sort out a plan or change your position.
17. Tell your squad around this time why you are placing the FOB and what you plan to do after it is placed. Show your squad you have a plan so they feel confident in you instead of silence.
18. Drive/Tell the driver to pull off the road into safe area where you can place the radio in safe area, hopefully in a building or under cover (see FOB placement tier list). Tell them right or left visually as you come up on the area etc...
19. Inform someone to stay behind and unload, direct them to how much you want to load or unload. Half and Half is good idea if you are in the backline/RAAS and may need to place another HAB, otherwise dump all if you are on the likely frontline.
20. Inform someone to follow you if they are not already so you have enough bodies to place the radio.
21. If radio is yellow instruct person to move the logi closer.
22. Instruct the person once they are done unloading to drive the vehicle away from the FOB into a safer area back where you came from 100m away or so as not to burn your radio position.
23. Instruct your squad to follow you and build the HAB, set a build maker on it.
24. If you are taking fire tell them to go inside of it to dig it up as rest of your squad tries to defend.
25. Place ammo box down.
26. Direct rest of the squad to push out from the FOB and get eyes on what is going on. Usually this is when you will learn if enemy has nearby FOB/Logi. If they do push them immediately with all your squad before they can get their HAB up (assuming yours is secure).
27. Once things settle in, tell your squad you are waiting for the next objective and be ready to get back in the logi.
28. If the point comes up close push it, tell your logi member to dump any remaining supply and do a resupply run with the logi (AND THANK THEM).
29. Once you know where objective (for RAAS) reevaluate if your current HAB is good. If it is push the point and start capturing it. Otherwise tell everyone to load up back in the Logi and drive and place a new HAB all over again in for the new point. Consider placing a safe one now that you are late unless you know it is clear.
30. Hopefully by this time rest of your team is spawning in and things in finally in motion.
31. Congrats you did your first 5 minutes, by far the most stressful part of squad leading 😊

Rally Usage

Rallies are a pivotal way to maintain pressure on an objective or use as an alternative spawn when a FOB is under attack. As a SL you should use your rallies whenever possible to keep them relevant to the fight, whether it be in an attack role or a defensive FOB protection role.

Rallies can be burned if an enemy approaches within ~30 meters of them. Refer to your map's 30m squares and place your rally 50m from any road or pathway an enemy is likely to take. This will prevent your rallies from being burned. Rallies can be used as an information object too, if you check your map often you can get early warning to advancing enemies if your rally suddenly disappears. This means they are within 30m. If you try to place rally and enemies are nearby it will give you an alert. This is massive warning and you should try to look where they are coming from. You can sometimes use rally to gauge if enemy is nearby, this will incur a cooldown of few hundred seconds. If you plan to do this consider picking them up to prevent them being burned.

Common Issues

- Forgetting to resupply at the FOB, your Rally is huge, don't forget it.
- They require 1 "Squad" member to place it, unlike with FOBs that require 1 Team member.
- Upon dying you have a minimum 30s respawn wait + wave spawn 1-60s. Unlike FOBs rallies spawn based in waves to help the Squad stay together. If you miss the wave you must wait 60 seconds. That is why people callout rally in "15". Make sure you are selected to spawn on that rally or you will be forced to wait for the next wave.

Good Qualities

- In a large, covered building with multiple exits and safe paths to the objective (trees, riverbeds, houses, hills etc..).
- It is in flanking position that is different from where all the blueberries are coming from.
- In a bush out of the way of being run up on by the enemy or by a passing vehicle.

Vehicle Claim Explained

As SL you will be given prompts to approve or deny vehicle claims, often randomly throughout the game with zero warning. Page Up will approve, whereas Page Down denies. Once a vehicle is claimed your Squad Number will be displayed next to, making you responsible for it. Experienced players will not claim random vehicles, unless they ask/plan it first. Unfortunately many inexperienced players will just start trying to claim things willy nilly not understanding the claim system exists, or they do and hope you don't care. If you approve things willy-nilly you can undoubtedly piss off SLs, especially taking their logitech vehicles. If you want to take a vehicle, you can see it on the map and Radio Squad 5 via NUM-5 "Hey are you using your Logi at H6 FOB?" then go from there.

As a general thing I do not approve anything unless someone radios it to me. I then usually ask what they are trying to claim, people will usually say the vehicle and explain their intent. If they are vague I ask "What is your plan with it?", there are useful valid reasons like "To hide the logi away from the radio" but often vehicle claims are rogue squad members not participating with your plan/orders so be careful of what you approve. If I see anyone at main trying to approve a vehicle, that is a huge red flag they have no idea what is going on, as everyone knows to spawn near your SL when in doubt.

Esoteric Things

Active Claims

Occurs when a vehicle is occupied by one more squad members from a squad that claimed the vehicle prior to entry, claims are denoted by changing of the vehicles map marker to include the squad's number. Claims mean the vehicle can only be driven or gunned by the squad that has the claim. It can still carry soldiers of any squad. In active mode, any squad member within the can vehicle force kick blueberries from the vehicle using the F1-F12 keys to open space for their squad mates.

The problem with Active Claims occurs when no one wants to drive/afk, in this case the vehicle will be unusable, unless they join that squad OR if the squad member who as claim over that vehicle chooses to drive themselves, or kick driver out using F1. This system can cause issues, for example I saw a pilot leave a helicopter to put a HAB down, and then someone gets in the helicopter's back seat from a different squad and SL approves the prompt taking claim of the helicopter. In this case the entire squad who entered the helicopter must dismount the helicopter mid-conflict, and the pilot would need to re-claim it once the helicopter is empty, and then other squads can enter (aka a mess), further reasons not to approve claims you do not understand. This issue applies to armor vehicles as well.

Passive Claims

Anyone who resupplies from an unmanned vehicle will cause you to get the claim prompt, seasoned players will say "rearming, don't claim". Other times people are dead silent. So I never claim things unless it is explained over squad chat.

Objective Defense Wins Games

Why

People like to KILL and do something with their guns, blueberries **will** run straight to what will give them action, whether it will be enemy icons or the objective. You will see entire squads shift to the attack without anyone defending quite often, this is met with a swift roll to the previous point losing tons of tickets and ground, if not an entire roll back to main. Securing your previously capture FOB is as important as attacking, if not more. In squad nothing says you must attack, sometimes the best solution is not to attack and defend. **Attacking a**

defended objective is incredibly expensive for tickets. You can expect an average team attack on an objective to cost 45 tickets on a defended point (rough value), though a well-coordinated team can achieve that in half that. Therefore, when tickets are of concern, playing defensively is a strong strategy when the game appears close. Letting the enemy bleed their tickets straight into your defensive line is smarter than your team bleeding your team's attacking their defensive line.

The defense of any objective benefits greatly from a FOB, if there is no FOB use a Rally. If none of that works out, expect to lose the point *unless* there is a strong push that will capture the next point before any enemy squads could capture your objective. Often your team will hit a wall, especially the mid-point, and having defense FOB on your defense for the midpoint capture is essential. Having a defense FOB is important, if the attacking squads fail, the enemy will rotate to the next point and with no FOB you will lose the point. Play it safe and build a FOB if possible is the attack is looking messy.

The game has its own ebb and flow, meaning when things are going well, and you are about to secure the attack objective, you can often encounter a large push quickly after on your defensive point. This is because when clearing the attack point they will force enemies to respawn, they will spawn on only FOBs they have up, often their attack FOB on your defensive point OR they will choose to double neutralize you in hopes to prevent your team for capturing the attack point that they now lost. That said, this does not always happen but when it does expect multiple squads to push you. In times like this pushing towards the enemy and buying space (IE: prevent them from running up on your HAB and proxing by forcing them to push through) AND trying to survive to maintain your body advantage is key.

Lastly, in the latest patches multiple people on point can cause it to become quickly captured with the scaling changes, having friendlies on point can help ward off a potential snipes by the enemy. If you ever start losing a point and your team is capturing the next, you should play defensive and hold corners as not to lose your body advantage, unless you are certain the enemy will capture your point first. In cases like this you should get rally down if possible, and push the attack to kill bodies hoping to slow the capture or secure your objective outright. Having absolutely no one to defend means you have no options and the point is almost always lost and can snowball you back to main. Playing defense is the single most impact thing you can do as a Squad Leader.

The Exceptions

- You have plenty of tickets (100+) and secured your defense and need to progress the game through an attack.
- The attack point is weak or undefended.

Gameplay Styles (Defense/Attack/Fun)

Defensive Gameplay

Security From Obscurity

Once enemies find your HAB they will start trickling over, sometimes in larger and larger amounts. Once an enemy found your radio though “for better or worse” they will make it their mission to get that radio down. This can be a headache if your FOB is outside the objective and easily flanked. Skilled players will push you and try to destroy the radio as your players defend the point. In this case you have three options.

(Iffy) Commit placing between the FOB and where you are. If the FOB were to go down tell people to spawn rally and go recover the FOB. This weak and has large risk of failure as you are sending your squad into the unknown. Undoubtedly, this is a more “fun” option that requires sending no one to empty area the entire game.

(Maybe) Commit some people to defend the FOB/HAB to prolong the time you have and give notice of attacks and hopefully capture the objective before they lose control. It can be boring and sometimes nothing may happen, so not ideal to commit people to unless you don't like them.

(Best) Expect multiple enemy squads are about to attack your FOB and destroy it so use it as a diversion. Make plans to build a secondary FOB for your team so they can continue the fight regardless of what happens. This is ideal because (if) enemies attack they have potential to waste a squad or two of assets on taking down your FOB meaning their objective weaker.

Attacking Gameplay

TBD

Fun Vs. Efficiency Gameplay

TBD

UI & My Game Settings

TBD

Common Server Rules & Enforcement

- Squad servers are run by independent communities and clans with their own moderators and vibes. If you have an issue on a server, most have commands like !admin where you can report people breaking rules.
- Main Camping – Shooting into the enemies main base or camping it with Abrams Tank etc... is often not allowed and can lead to server bans. Placing mines or overwatching the main or its

nearby roads is against the rules, or generally frowned upon. When in doubt, play the objective.

- Solo Armor – Driving crewman kit required armor alone is not allowed, if your second player dies you should drive to the nearest FOB or Main to pick them up. If they left you *should* ask in Chat if any squads want to gun/drive, if so spawn at main.
- Team Killing – You must apologize in chat for every TK, you will get a notice on the left side saying you TK'ed. TKing too much can lead to instant automated bans, or manual bans if reported by a player. Apologizing generally protects you from being kicked for TKing. TKing several times in a game can led to an automated ban.
- Vehicle Claim Priority – Squads that name themselves T-72 or Tank for their Squad Name get priority over that vehicle at main. You should not claim them unless you ask that squad's permission.
- Heli Ramming – Using a helicopter and ramming an enemy helicopter can often result in a ban.
- Griefing – Digging down your own FOB, HAB or destroying vehicles or getting them stuck are all forms of griefing that will lead to bans.