The Unofficial SQUAD Alpha Manual

written by Usgu

Manual version 1.2.0

Up-to-date with build 3392 (CA v2.1)

Last updated on **14th November 2015**

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1. Chapter: Before we get started

1.1 Preface

This manual is not the official Squad game manual. Squad is currently in the Closed Alpha development phase – it would not make any sense to publish an official manual of a game that is incomplete and changing every week. We better let the devs fully focus on developing the game instead of maintaining in parallel a constantly outdated document. Nevertheless I, an ordinary Commander Kickstarter backer, felt compelled to write this manual in order to make it easier for newcomers. Also, at the time of writing this [late September 2015] our community only has one tool: a forum. Not the best place to store and retrieve knowledge. A manual however would be able to compile all essential game-related knowledge into one central location that is easy to structure and read. Hence, after a short consultation with the devs and many many hours of writing, this manual was born.

Please don't expect a polished, pretty, 100% complete and error-free document. Due to the dynamic and ever-changing nature of alpha development, Squad will be constantly changing and evolving. And so will this manual, at least it will try and more often play catch-up. Out of necessity, this manual is kept as simple as possible: simple and short text explanations, unpolished screenshots, no fancy formating or layouts. Every text and every picture will likely have to be changed and updated multiple times. The less there is, the easier it will be. This will help to keep this manual as up-to-date as humanly possible, until an official replacement or alternative will come into existence.

It is necessary to clearly point out that Squad is in Alpha. Features are missing, bugs exist, simplified placeholders stand in for future content. This manual only attempts to represent the current state of the game and will not look into the future.

Help from the community for this manual is more than welcome. Please come to the forum thread with all your suggestions.

1.2 How to get the latest manual

You will find the current version of this manual in the official forum thread.

1.3 Change history

The history of this manual:

Version 1.2.0, 14 November 2015

You can click on "section links" to jump to the modified sections in the manual.

- Updated the entire manual for the Closed Alpha build 3276 (CA-v2, changelog) and 3392 (CA-v2.1 hotfix, changelog). I hope I covered everything. If I missed something, please point it out.
- Updated section "Weapons and equipment" with lots of changes.
- Updated section "Health management" with lots of changes.
- Updated section "HUD (Head-Up-Display)" with lots of changes.
- Updated section "Game Modes" with new game modes.

- Updated section "Joining, creating or managing a Squad" with new squad management functions.
- Updated login section as the game login now provides feedback whether you mistyped the login or password – very useful! See section "Squad Login".
- Moved the two troubleshooting sections together into one – see section "Troubleshooting".
- Updated text and screenshots throughout the document with minor changes, additions and improvements.

Version 1.1.0, 15th October 2015

This manual update focused on two things: 1) include all new or changed features from the latest build 2566 and 2) address the questions and problems that have come up when the wave of Squad Leaders joined us in the Closed Alpha launch. Below you see a list of the major changes to the manual - the big changes are listed first, the small ones come last. You can click on "section links" to jump to these modified sections.

- Updated the entire manual for the Closed Alpha launch build 2566 (CA-v1, changelog). I hope I covered everything. If I missed something, please point it out.
- Updated and detailed the key purchase and registration process extensively for the Closed Alpha in sections "Getting a key" and "Registering your keys".
- Updated the entire installation process extensively - see sections "Downloading Squad", "Installing Squad" and "Updating Squad".
- Added help for those with login problems - see section "Squad Login" and "Windows Firewall".
- Updated the default keyboard shortcuts for weapons and equipment as they have changed significantly in the last build; also various ammo counts have changed (mostly less magazines, more field dressings) - see section "Weapons and equipment".
- Added new console commands added (only a few - new ones are highlighted in **bold**) - see section "Console commands".
- Updated all changes to the HUD in section "HUD (Head-Up-Display)".
- Added new compass features (awesome!) - explained in section "HUD (Head-Up-Display)".
- Added new map features (map markers - how amazing!) - explained in section "Using the Map".
- Updated health management to reflect current build - see section "Health management"
- Added all the suggestions from the forum until 01.10.15 into the manual - many thanks to **Zacam, Nate, DLZ and sentienthaze**.
- Updated all the terms, URLs and screenshots from "Closed Pre-Alpha" with "Closed Alpha" throughout the manual.
- Added a quick start section with useful videos for new players, see section "Quick Start Guides".
- Added list of Steam groups for Squad in section "Steam Groups for Squad".
- Updated the troublehshooting sections (minor updates) - see sections "Error: Reference source not found" and "Error: Reference source not found".

- Updated text and icons throughout the document with minor changes, additions and improvements.

Version 1.0.0, 24th September 2015

The first version of this manual was released to the public in time for the launch of the Closed Alpha on 26th September 2015. The manual is update-to-date with Squad build 2282 (CPAv7), the last build of the Closed Pre-Alpha. This means the manual does not yet describe the features that will be added with the launch build of the Closed Alpha – please see the latest changelog for the new features, fixes and modification.

Version 0.0.0, 29th July 2015

Work first started on this manual.

1.4 Impressum

- Author: Usgu
- Translators:
  - Spanish: **Gal4ct1c**
- Contributors and special thanks:
  - Thanks to **Zacam**, **Nate**, **DLZ** and **sentienthaze** for posting detailed and useful feedback on manual version 1.0.0.
  - Thanks to **RagnarsLegion** for providing all screenshots of the key registration process (added in manual version 1.1.0).
  - Thanks to **-MU- Ray** and **r3volution** for adding a link to the manual in their signatures.
  - Thanks to **invisible.nin/SINE** for having created a short and easy-to-remember URL we can tell people ingame to point them to the manual: http://tinyurl.com/squadmanual
  - Thanks to **IrOnTaXi** for answering all my questions and supporting me in writing this manual.
  - Thanks to the **QA team** and all the **devs** for their support.

2. Chapter: How to get ready for Squad

2.1 System requirements

Right now the system requirements have not been fixed and will probably not be fixed for quite some time - the game is still too early in development. In the forum, many discussions have happened regarding the system requirements, some worthy reads, for example here, here, here and here.

The following trends below have emerged, however bear in mind that until Squad's retail release lots of things will have happened to both Squad and the underlying game engine Unreal Engine 4, which will all affect the final system requirements for Squad and below trends are no guarantees that Squad will run on your machine.

- Windows 7, 8 and 10 are all fine. Some run Squad even on Windows Vista.
- Linux and Mac support is not off the table, but probably a long way off and **not supported at the moment**. Good news is that the Unreal Engine 4 aims to support Linux and Mac, which will be the foundation that Squad can support it as well (eventually and if the devs decide to do it).
- 64bit is a must right now. Until now all Squad builds were compiled for 64bit and will not run on a 32bit Windows operating system. In theory, a 32bit compilation is possible, but we have not seen any indication that this will ever happen.
- 8GB RAM or more will help with improved performance
- Likely minimum graphics cards might be GTX560ti or HD6950 (the term "minimum" refers to a spec that is "able" to run Squad but by no means provides sufficent frame rates to play it well – there is a difference between minimum and optimal system requirements)
- Likely minimum CPUs might be Intel i5 or AMD FX63XX (if overclocked)
- Squad runs on the game engine Unreal Engine 4 (often just called "UE4"). If you can run other UE4 games or demos on your PC, chances are high you can run Squad too

2.2 How to get Squad

2.2.1 Getting a key

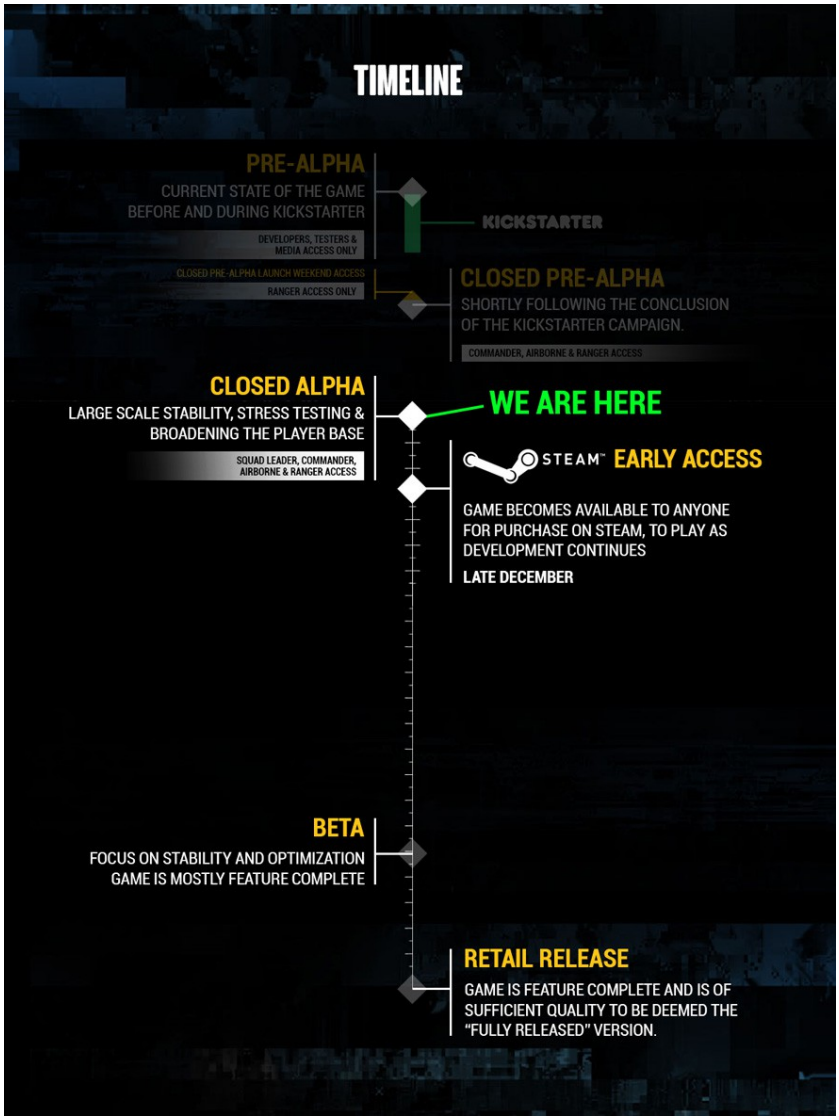
Squad is not a finished game and still in early development. It is not available for sales as such at the moment. However, during the Kickstarter, which ran from May 27th 2015 to June 27th 2015, you were able to obtain different packages/tiers that granted backers access to early builds of Squad at different points in time (the Kickstarter is now closed). Some time after the Kickstarter, the option of pre-purchase became available for the tiers Squad Leader and Rifeman. Once the development will reach the phase "Steam Early Access" (often appreviated as "EA"), everybody can purchase and play Squad as an Early Access game on Steam.

Below is an overview of the different tiers and their corresponding earliest access phases. Note that with all backers of all tiers you will automatically gain access to later phases too, including full access of Squad when it reaches its retail release. Any estimated dates mentioned below are only guesses and may change.

Tier	Earliest access phase (dates, if known or in the past)
Ranger	Closed Pre-Alpha Launch weekend (18th July 2015)

Tier	Earliest access phase (dates, if known or in the past)
Airborne	Closed Pre-Alpha (24th July 2015)
Commander	Closed Pre-Alpha (24th July 2015)
Company Clan 10 pack	Closed Alpha Clan Invitational (12th September 2015)
Company Clan 5 pack	Closed Alpha Clan Invitational (12th September 2015)
Squad Leader	**Closed Alpha** (26th September 2015) – **our currently active phase**
Rifleman	Steam Early Access (approximately December 2015)
For all tiers	Retail release (unknown, maybe 2016 or 2017)

Below is depicted a timeline for the release roadmap (taken from here).

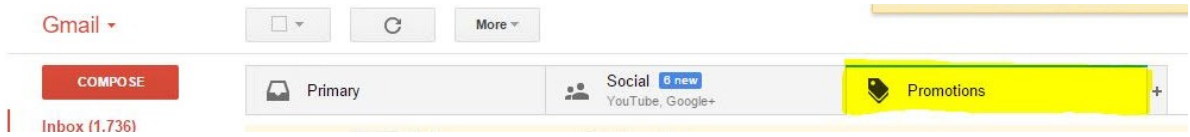


If you are Kickstarter backer or pre-purchaser of Squad, you will receive an email with your key just a day or few hours before the launch of your access phase. Right now you can only pre-purchase the tiers Squad Leader and Rifleman. If you pre-purchase the Squad Leader tier now, you will receive your key within minutes after your purchase and gain access immediately to the game in Closed Alpha. Rifleman will have to wait for their keys and access to the game until the launch of

their tier.

Should you not yet have received your key yet, go through the following checklist:

- You actually purchased a tier that is already launched – all other keys will be send out later when that tier goes into launch. All keys for Ranger, Airborne, Commander, Company Clans and Squad Leader tiers have been sent out. Rifleman will have to wait for their keys until the Rifleman launch date.
- You checked the inbox of the email account you used for the Kickstarter or the email account you used for your PayPal pre-purchase. This is where your key will be send.
- You checked the SPAM folder of this email account.
- If you use Google Mail, you checked the Promotions tab in your inbox (thanks for the tip, DesmoLocke and unfrail):



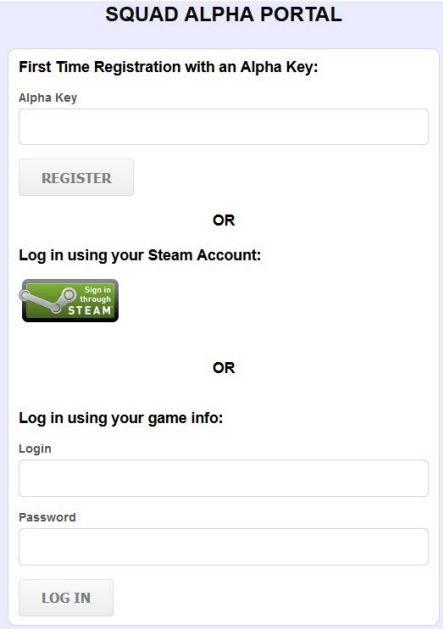
- You searched your entire email folders for an email from "support@joinsquad.com".
- You will find more information about receiving your key in this thread. Read the OP.
- If you haven't received your Squad Leader key after one or two days after your pre-purchase, send a PM in the official forums to IrOnTaXi or Litoralis with a screenshot/copy of PayPal receipt and transation number. They'll help you out.

Please be aware that the pre-purhase of the Squad Leader tier for is available only for a limited time (at the moment we don't know for how much longer it will remain available). If you miss this opportunity, you will have to wait for the launch of the Rifleman tier to gain access to Squad.

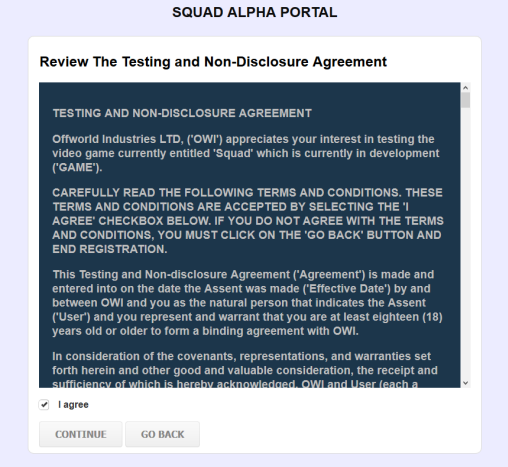
2.2.2 Registering your keys

So you have received an email with your key. Great! Now follow the following few simple steps for your key registration.

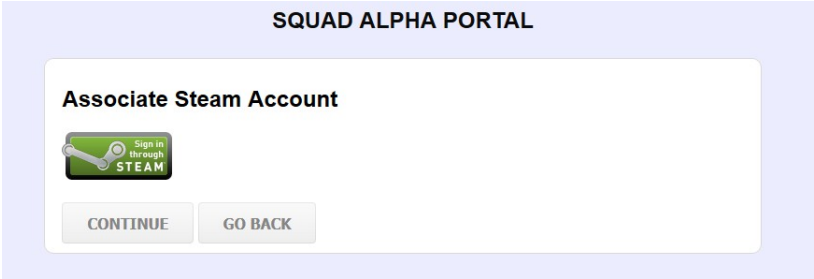
1. Go to http://alpha.joinsquad.com/.



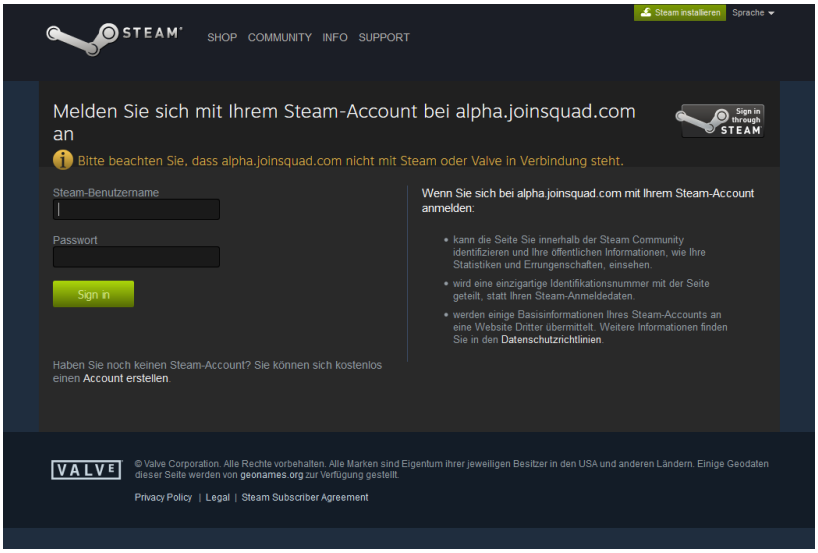
2. The key looks something like "ABCD-1A2B-XYZ9-123A-ABCD". Copy&paste your **key** from the email into the field "Alpha key" and press "REGISTER". **Important**: Do exactly this and ignore the Steam login and game info login below. These two logins are used when you want to login to the Squad Alpha Portal later, after you registered your key.
3. Next comes the **Testing and Non-Disclosure-Agreement**. Check the checkbox "I agree" and click "CONTINUE".



4. Next comes the **Steam login**. This login is necessary to link your key to your Steam account. This step is mandatory. Click on the icon "Sign in through Steam" – do not click on "CONTINUE", if you click "CONTINUE" it will lead to the red message "Steam association required". Before you can log in into Steam you need a Steam account. If you don't have a Steam account, go to https://store.steampowered.com/login/ and create a new account first; after that come back and continue here.

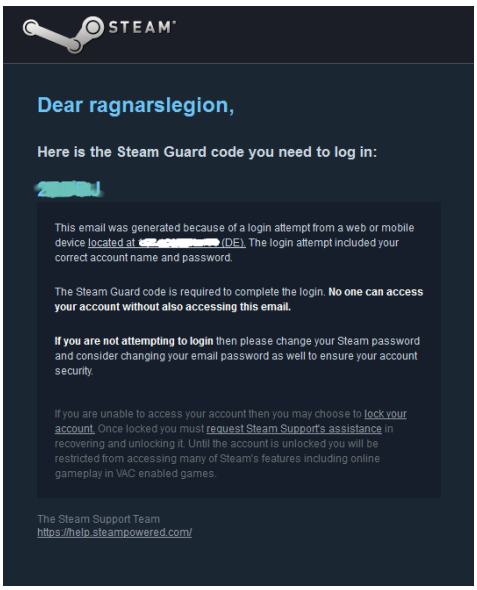


5. Now you will be directed to the Steam homepage and you will see the actual Steam login screen in your browser. Enter your Steam username and password and click "Sign in".

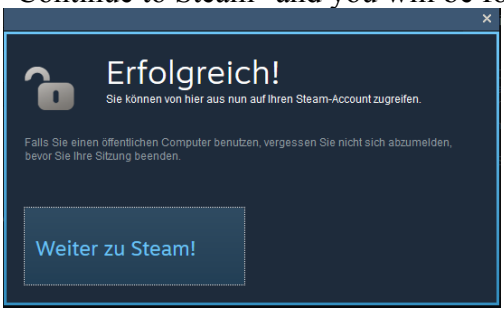


6. Most likely Steam will now prompt you to enter the Steam Guard code. The screen will look as below:

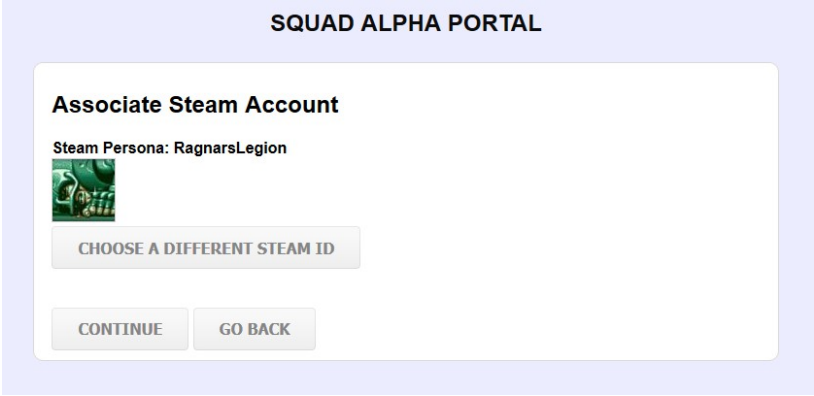
At the same time Steam will send you an email with the Steam Guard code. Check your email account you used for registering with Steam; also check your SPAM folder! The email will look like the following picture. Enter the 5-digit code from the email into above's screen and click "Submit".



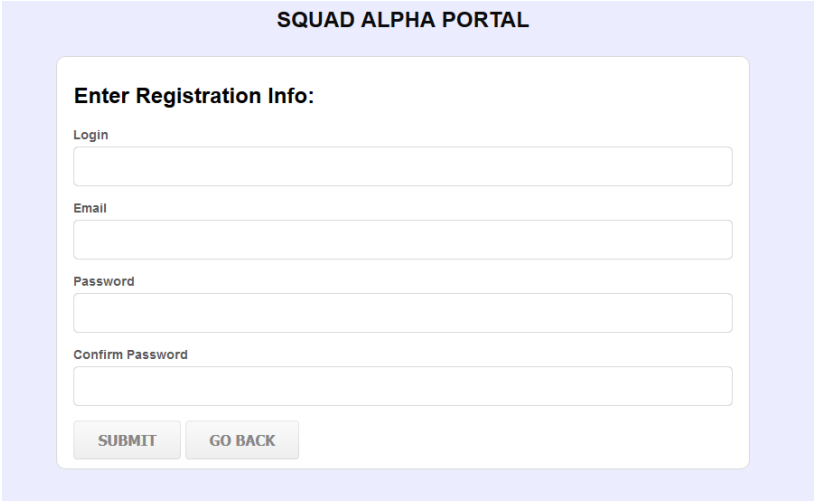
When you entered the code correctly, you will see the following confirmation. Click "Continue to Steam" and you will be forwarded to the next step.



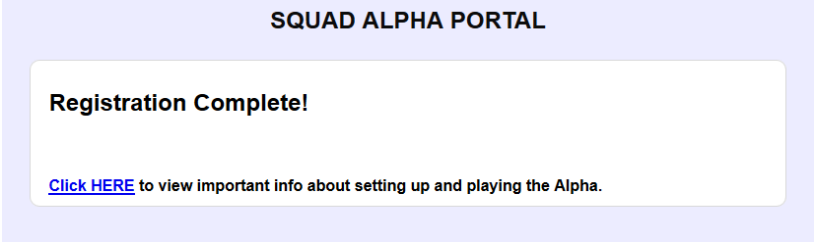
7. Your association with your Steam account was successful. Click on "CONTINUE".



8. Now you reached the last step. Create your **Squad login** (login name and password) and enter your email address you want to use for your Squad account in the future. Both the login and password are **case sensitive**! Make sure you note down your login info, it is very important. This login is used when you start the game or when you want to log in to the Squad Alpha Portal. Your login name will not be your ingame character name in Squad – read more about ingame player names in section "HUD (Head-Up-Display)" .

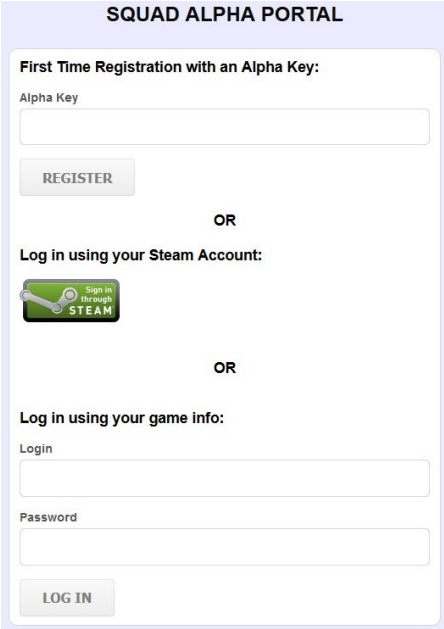


9. You have completed the registration process. Click on "Click HERE" to be logged in into the Squad Alpha Portal.

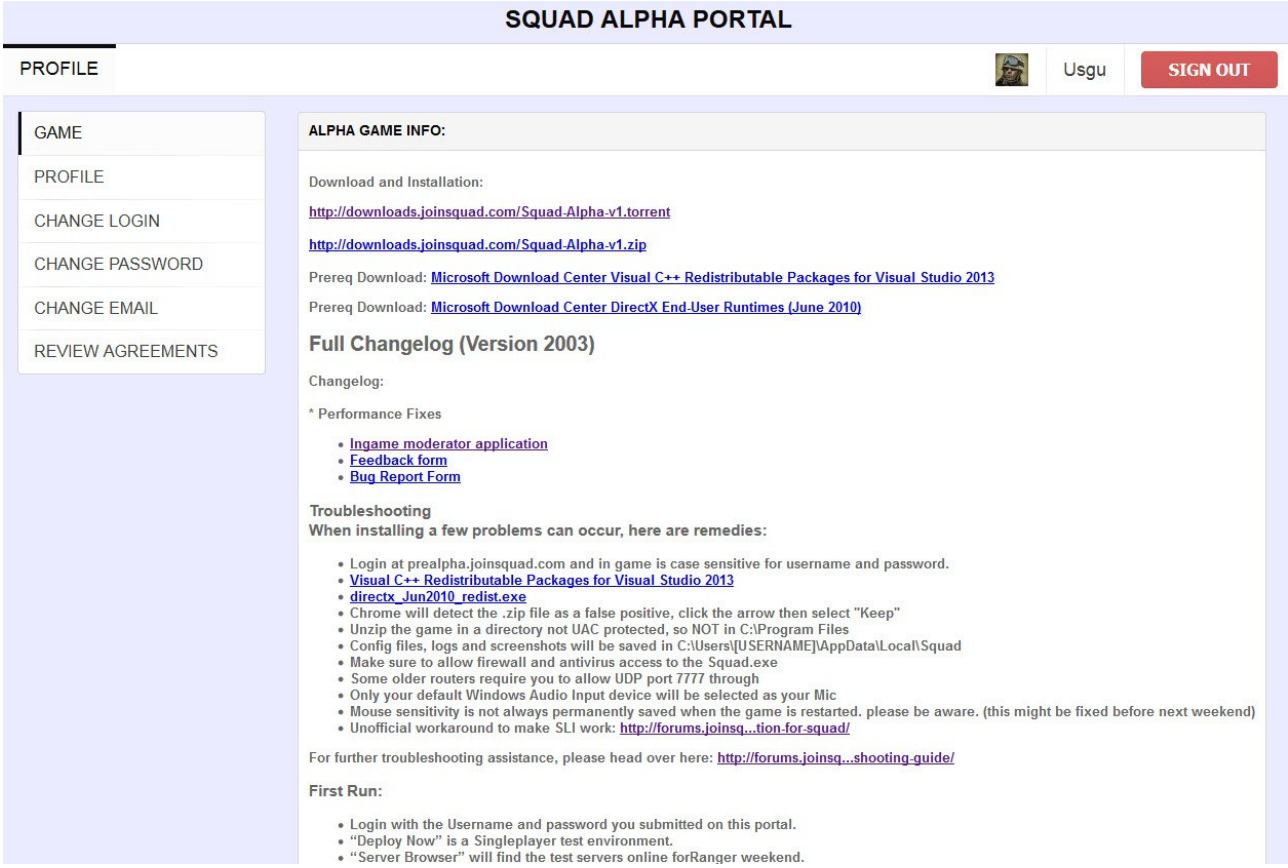


2.2.3 Squad Alpha Portal

If you want to log in to the Squad Alpha Portal later, after you completed your first time key registration, go back to http://alpha.joinsquad.com/ and use your **Squad login** where it says "Log in using your game info". Alternatively, you can also log in to the portal via your **Steam login** – click the Steam icon where it says "Log in using your Steam Account". Both will lead you to the Squad Alpha Portal. The Steam login is particularly useful if your Squad login does no longer work for some reason or you have **forgotten your password** or you want to **reset your password/login name**. You can log in to the portal using your Steam login and then change your login/password settings – see below for more information.



Once you are registered and logged in, the Squad Alpha Portal looks like this:



In the Squad Alpha Portal you have the following functionality:

- Download the current build of Squad – see next section for more information.
- Read some useful instructions on how to install and run Squad.
- Look at your profile. It will show your Steam name, your Squad login and your email

address.

- You can change your Squad login name and password and your email address. This can be used to **reset your Squad login** if it no longer works for some reason or you have **forgotten your password**.
- Read the Testing and Non-Disclosure Agreement.

2.2.4 Downloading Squad

You have received your key and registered it successfully. Now you want to download the latest build of Squad.

Log in to the Squad Alpha Portal (see previous section). On the tab "game" you will see the download of the latest build (see screen in previous section). Normally, you have several download options:

- **Direct download** of the Squad zip file. The direct zip download is simple: you directly download the Squad zip file with your browser by clicking on the link or via a download manager of your choice.
- Download **Torrent configuration file** for download of the Squad zip file using a **Torrent client**. If you used Torrent before, you will know what to do. If you have not used Torrent before, read this forum thread on how to use it. Torrent download normally has the advantage that it is faster and more reliant than direct download (given that enough seeding is available).

The **download file size** of the compressed zip file is around 2.3 GB, **uncompressed** the game will be 4.5 GB in total size.

Once we reach Steam Early Accesss, all of this will be taken care of by Steam.

2.2.5 Installing Squad

You have successfully downloaded the latest **Squad zip file**. Now you want to install it on your computer for the first time.

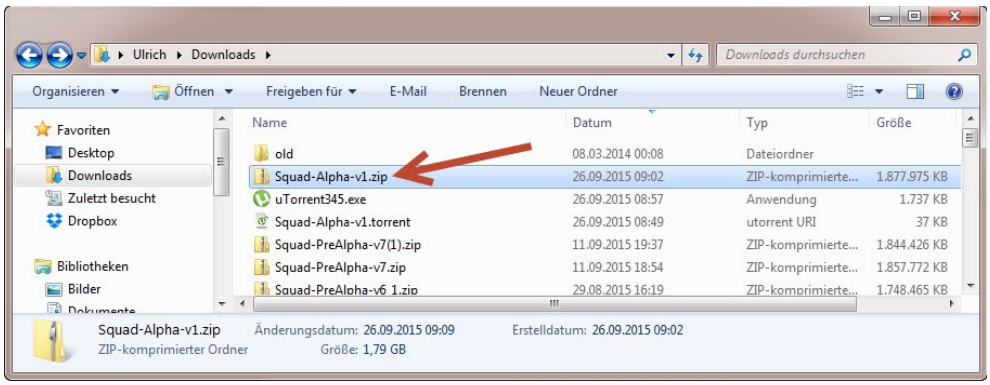
Squad comes in a compressed zip file. There is no installer at the moment. In this zip file are all the executables and resource files you need to directly run Squad. Therefore, installation is simple and consists of two steps:

1. Unzip the Squad zip files
2. Manually install required libraries

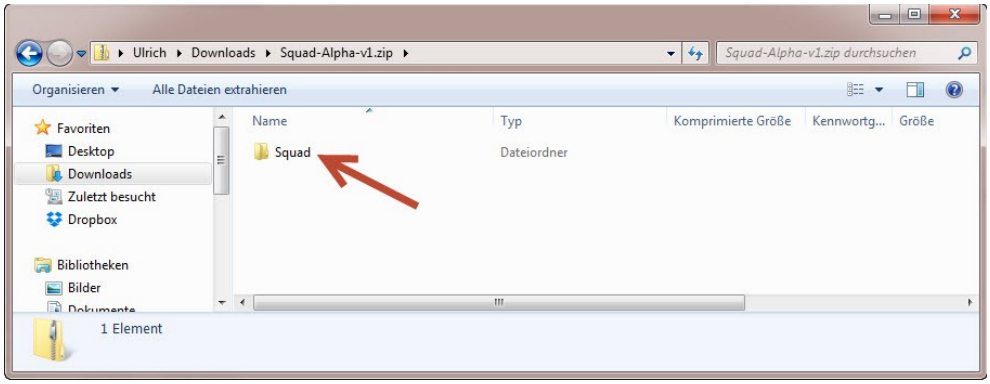
Hint: Once we reach Steam Early Accesss, all of this will be taken care of by Steam.

Step 1: Unzipping the Squad files is easy. You can do this with standard Windows functionality or use special compression programes like WinZip or 7-Zip. Below I will show you how to do this with standard Windows functionality:

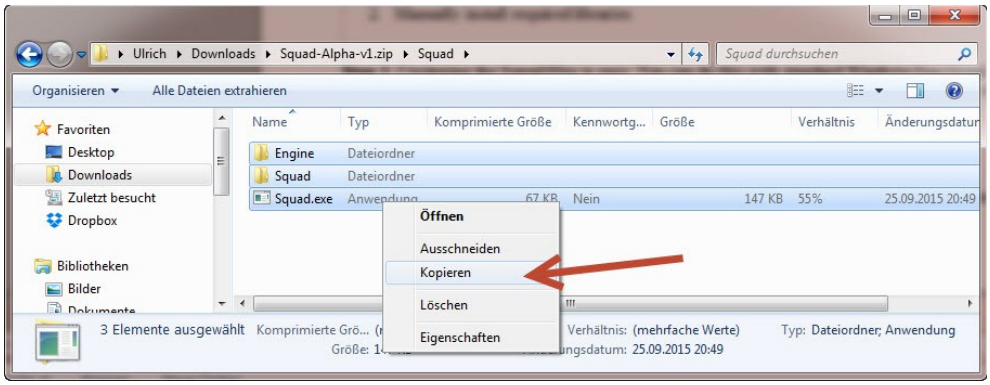
1.1: Open a **Windows Explorer** window and go to your downloaded Squad zip file.



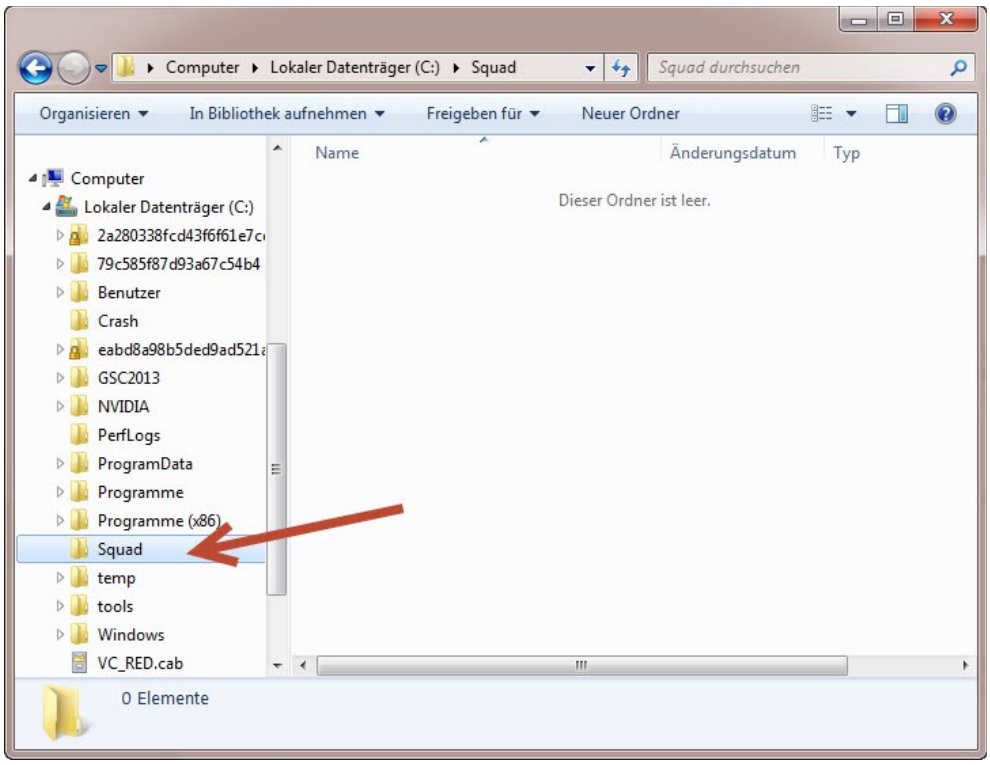
1.2: Double-click the Squad zip file. This may take a few seconds. It will now show you the content of the zip file. Now double-click the folder "Squad".



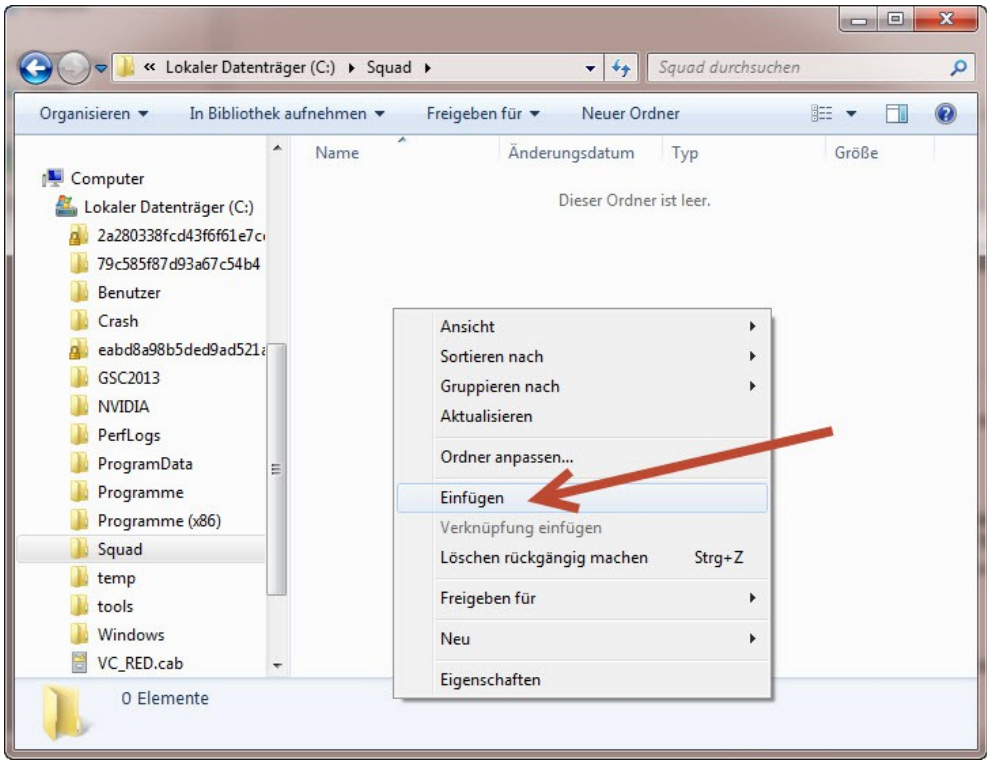
1.3: Now you will see the actual Squad files and folders. Select all files (the Squad.exe and the two folders) by pressing CTRL-A on your keybard. Now Right-Mouse and select "copy".



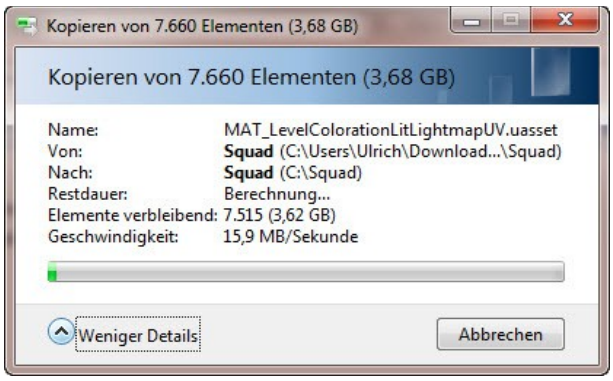
1.4: Now you go to the location where you want to install Squad – this will be your Squad installation folder. You can choose any folder on your harddrive as long as it is not UAC protected by Windows (see Wikipedia on UAC). If you don't know what you are doing, I recommend you create a new folder "Squad" on your C: harddrive.



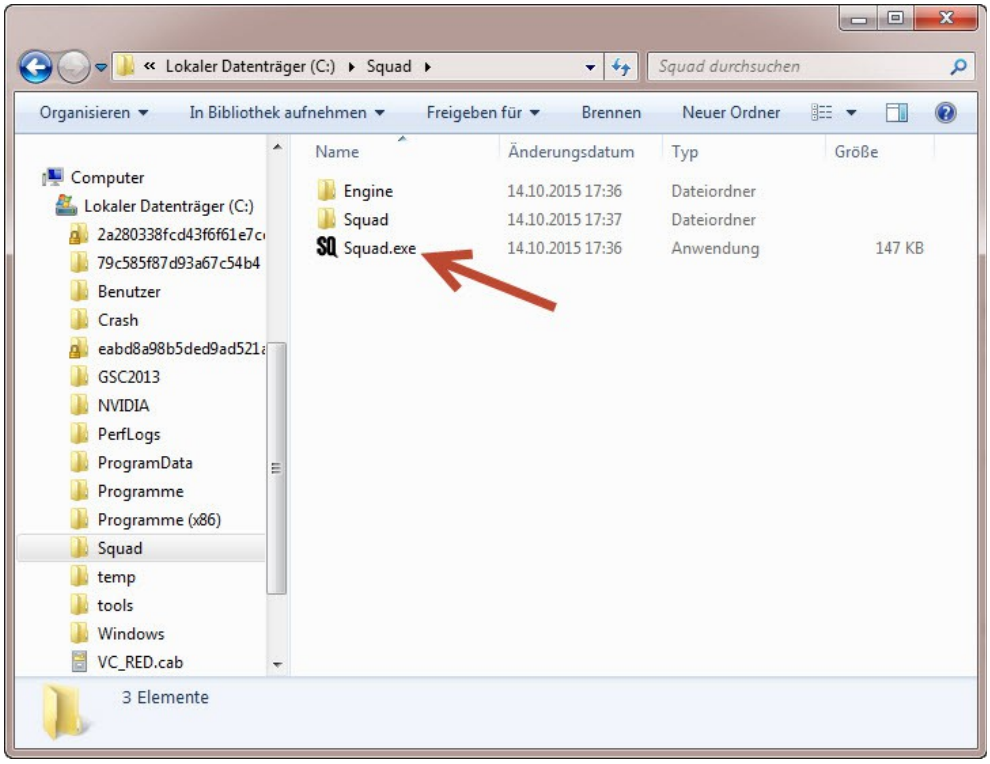
1.5: Now Right-Mouse inside the empty Squad installation folder and select "paste" – it will now uncompress and copy all the files from the Squad zip file into this folder.



1.6: This process will take a pretty long time as Windows needs to uncompress the huge zip file. Wait until is is finished. While Windows is working you will see below progress bar.

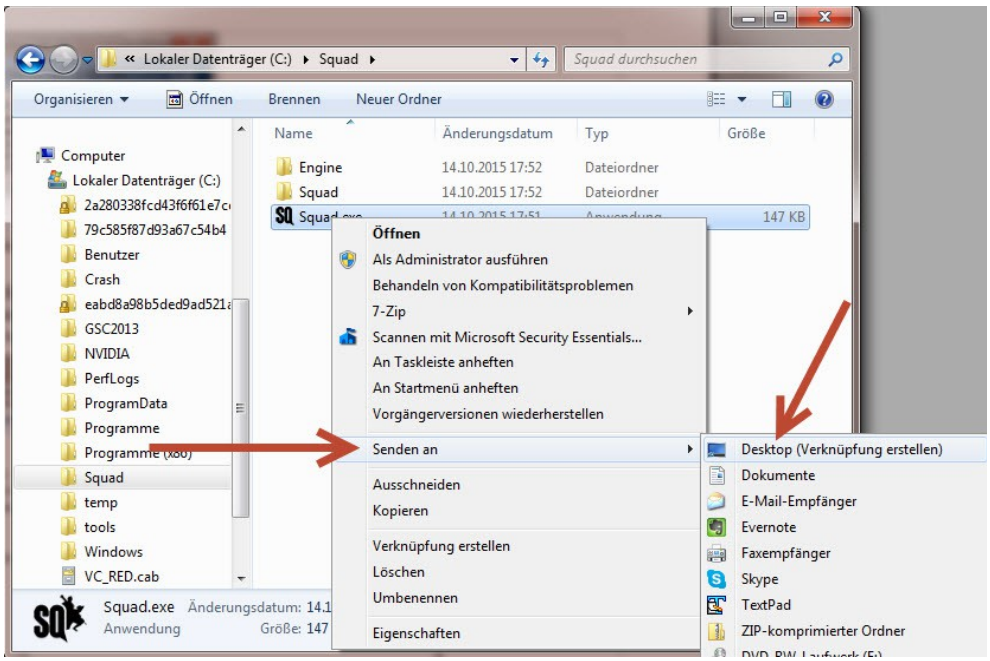


1.7: When Windows is finished with the coyping, you first step of the installation process is almost completed.



1.8: Squad is started by double-clicking the executable "Squad.exe". To make it easier to start Squad in the future, you can either make a **shortcut to your desktop** or **add Squad to your Steam library** (see section "Add Squad to Steam library").

If you want to add the shortcut to the desktop, Right-Mouse "Squad.exe" to open the context menu, move your mouse to "Send to" and then select "Desktop (create shortcut)".



1.9: Now you have a shortcut for Squad on your desktop. All you need to do to start Squad is double-click this shortcut.

Step 2: In order for Squad to be able to run on your computer, you will required certain additional libraries installed. It is possible, your computer already has these required libraries installed through other games, so you do not necessarily have to install them. You can try to run Squad now – if Squad runs ok, you have these libraries already and you do not need to install them. If Squad does not run however (e.g. nothing happens when you start Squad), you need to install these libraries now. Because Squad has no installer at the moment, you have to do install these manually. Simply go to the download links below, download the libraries and follow the installation instructions. The order in which you install them does not matter.

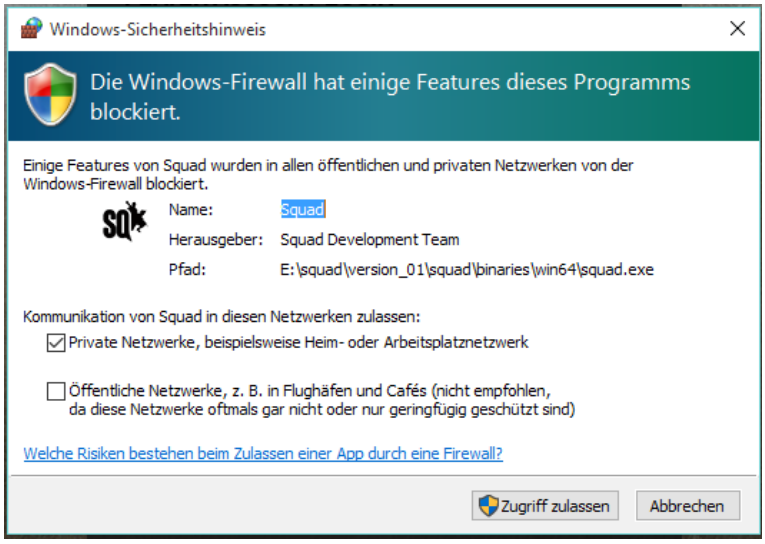
- Microsoft Download Center **Visual C++ Redistributable Packages for Visual Studio 2013** (download link)
- Microsoft Download Center **DirectX End-User Runtimes (June 2010)** (download link)

Hint 1: When you start your new build of Squad for the first time, most likely the Windows Firewall will pop up. Make sure you add Squad to your Windows Firewall by checking "private network" and clicking "Allow access". If you don't add Squad as an exception to your Windows

Firewall, you might experience problems playing Squad. We have seen reports that the game login does not work if you have not done this.

If you are not sure whether you added Squad to your firewall, you can check it and manually add it later. See section "Windows Firewall".

The Windows Firewall pop-up looks like this:



Hint 2: When you start Squad for the very first time, it will automatically create your default configuration and settings files for Squad in the following folder:

C:\Users\<username>\AppData\Local\Squad

You can delete this folder to reset all your configurations. This might be necessary, for example, if Squad starts no longer properly. When you start Squad next time, it will create these files and folders again with their default values.

2.2.6 Updating Squad

You have previously installed a build of Squad on your computer and you now want to update Squad to a new build.

At the moment no auto-update is available. Therefore it is necessary that you download the entire new build and installing it exactly like the first time. I recommend you delete the old build completely and then unzip the new build into your Squad installation folder. Do not unzip a new build into a folder with an old build – the result will not work.

If you created a desktop shortcut or added Squad to your Steam library, you will have to redo this step also for the new build. Do not make the mistake of installing a new build and keeping the old shortcut – you would keep start the old build.

For new builds check for official announcements in the annoucement forum here or on the news page, or check in the Squad Alpha Portal for a new download. If you want instant notification, subscribed to the Squad newsletter. For the Closed Alpha we can probably expect monthly updates.

If you are running an outdated build, although you can start Squad, you will not be able to join any game server – see section "Server browser and joining a game".

Once we reach Steam Early Accesss, all of this will be taken care of by Steam.

2.2.7 Add Squad to Steam library

You can add Squad as a non-Steam game to your Steam game library – see instructions in this thread. Be aware that you have to re-do this every time you update Squad – before you re-do it, remove the old shortcut in your Steam library.

Using Steam this way has multiple advantages: start Squad with on click in Steam; your Steam friends will see when you play Squad; you can use the Steam overlay ingame and chat to your Steam friends while playing Squad; you can take screenshots by pressing F12 on your keyboard.

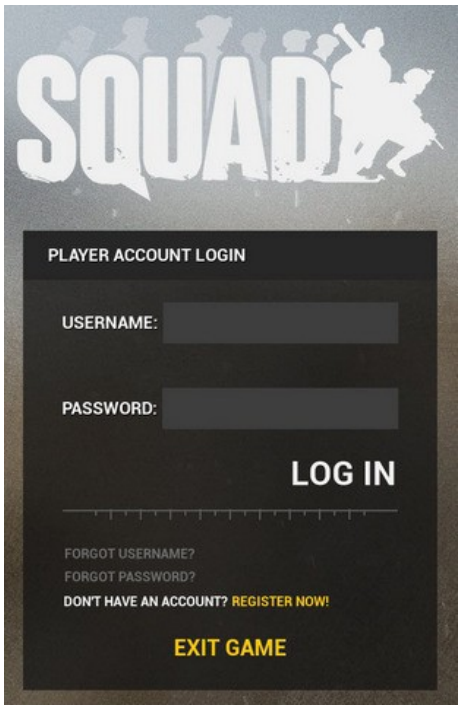
2.3 How to start Squad

You installed Squad successfully and now you want to start it up in order to play it.

Start Squad by executing "Squad.exe" of the current build or double-clicking the desktop shortcut you created (see section "Installing Squad") or start it via Steam if you added it to your Steam library (see section "Add Squad to Steam library"). After the loading screen, the Squad login screen will appear.

2.3.1 Squad Login

The Squad login screen looks like this. In order to start and play Squad you need to enter your **Squad login information** you have created in section "Registering your keys".



Enter your Squad login into the appropriate fields**.** If you enter an **incorrect login**, it will tell you "invalid login". If you enter the **incorrect password**, it will tell you "invalid password". If the login server is offline, nothing will happen and you cannot proceed – this rarely happens and only for maintenence, try again later. Normally, after you entered the correct login information, you will see the loading screen again and then get to the main menu – see next section "Main menu".

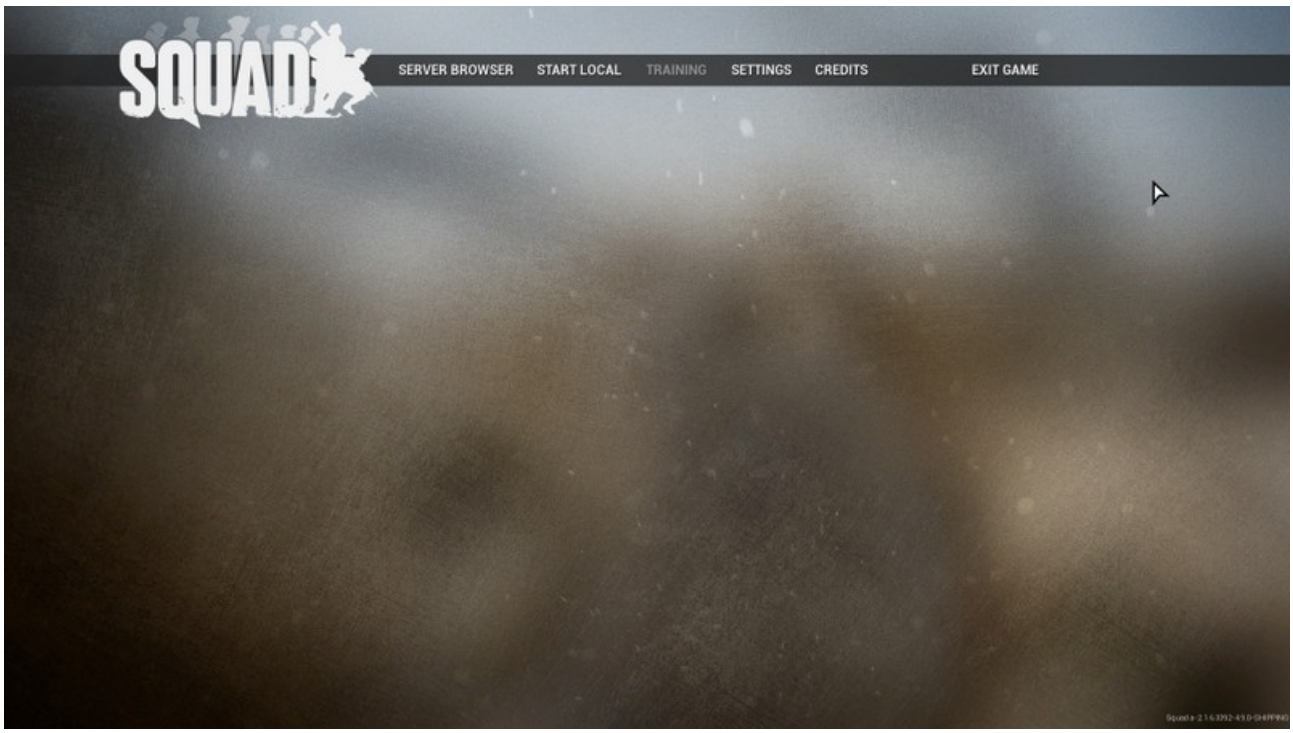
All the links "forgot username?", "forgot password?" and "register now" will open your web browser and go to the Squad Alpha Portal – see section "Squad Alpha Portal".

Some people experience **login problems**. Please refer to the following checklist if you have encounter them, too:

- Have you successfully registered your key? See section "Registering your keys". Before you have received and registered a key, you do not have a Squad login and you cannot log into Squad.
- Are you aware that both the login and the password are **case-sensitive**? Did you type your login and password correctly?
- Do you get an error for incorrect login or incorrect password? This should give you a hint where the problem lies.
- Do NOT use your **Steam login** or your **Squad forum login** to log into the game. You need to use the **Squad login** you created during the key registration process – see section "Registering your keys". These three logins are completely separate accounts – do not confuse them.
- Make sure you have added Squad to your Windows firewall exceptions – see section "Windows Firewall". You can also try to temporarily disable the Windows firewall to check if the firewall was causing the login problem.
- In very rare cases the login server is shutdown temporarily for maintenance. Try again some time later.
- Restart your computer.
- Restart your Internet router.
- Try to log in to the **Squad Alpha Portal** using your **Squad login** (the same login is used in the game and in the Squad Alpha Portal). Does the Squad login work on the Squad Alpha Portal?
    - Yes: Then the same login should also work when you log into the game. Try it again.
    - No: You need to reset your Squad password and maybe even your login name - see section "Squad Alpha Portal" on how to do this. After you did this reset, try again; first on the Squad Alpha Portal, then in the game (if it does not work on the Portal, there is no use in trying on the game).
    - Still no: Ask a friend to log in to the game on his computer or try yourself on **another** computer in **another** network. If this is successful, you have a network or computer problem at home.
    - Even still no: Get in touch with the developers.

2.3.2 Main menu

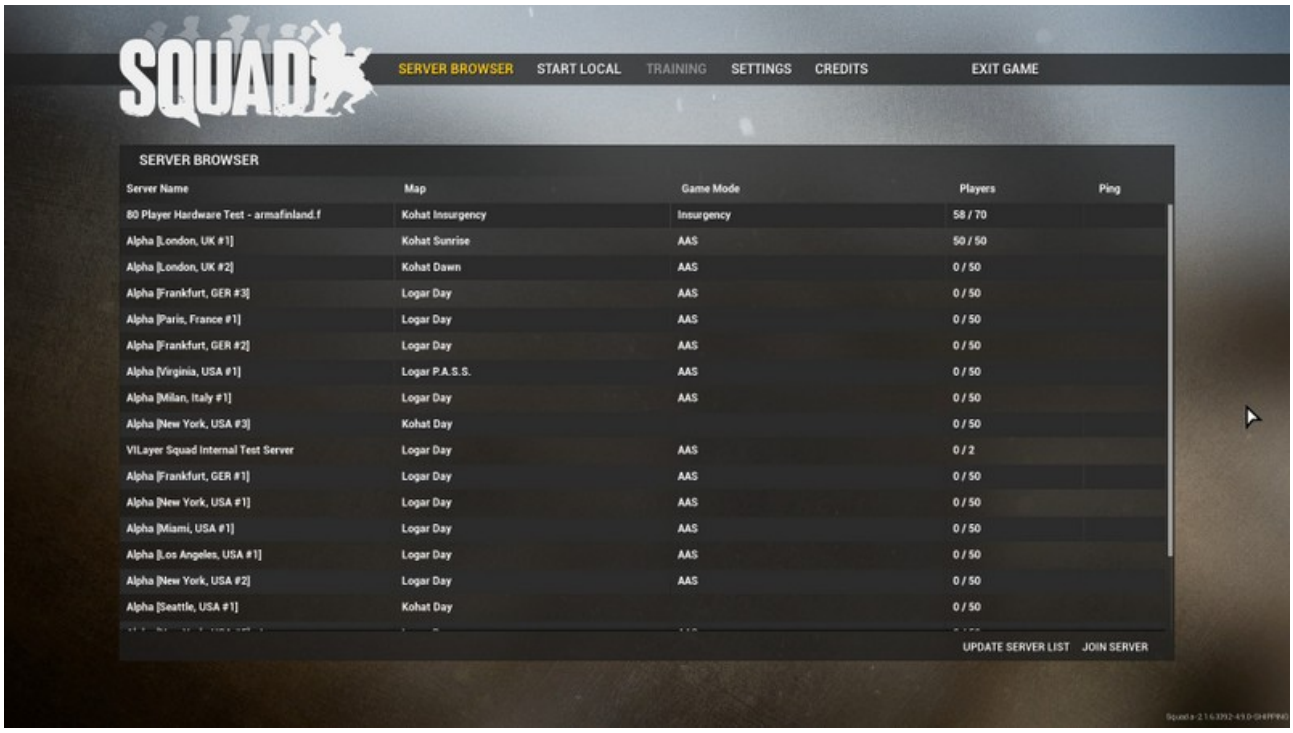
After you logged into Squad successfully you will get to the start screen with the main menu of Squad. You can bring up the main menu at any time in the game by pressing ESC. If the spawn screen is up, you have to close it first before you can get to the main menu.



On the main menu's bottom right-hand corner you see the **build number** of the Squad you are currently running. The build numer is a 4-digit number. For example, the first build for the Closed Alpha launch was 2566. With each new builds, this number goes higher.

You can check the build number even ingame if you press ESC to go to the main menu.

2.3.3 Server browser and joining a game



Click on Server Browser and click "Update Server List" to see which game servers are online.

There are servers in all regions of the world, however you will find that some servers are more frequented than others. Besides the game server name you will see which map is currently running on each servers (maps rotate after a match ended), what game mode it is and how many players. Pings are not shown in the server browser at the moment.

Join a server by double-clicking it or clicking "Join Server". If a server is full, you cannot join it - refresh and wait until a slot becomes available.

If you are running an **outdated build of Squad**, you will see not see any servers in the server browser but a message at the bottom of the screen saying "X servers found with a different version" (X is the number of servers). Your build version of Squad needs to match to the version of the game server.

The maximum number of players on one server varies at the moment. Eventually, we will be able to play with 100 players on one game server (50 vs. 50 players).

You leave a match by pressing ESC ingame to get to the main menu, then click "Disconnect" and confirm.

2.3.4 Start Local

See section "Start Local" for more information.

2.3.5 Training

Training will be implemented later. Right now nothing will show here.

2.3.6 Dedicated servers

Eventually there will be dedicated servers available. It just has not yet been officially confirmed when we will have them. Right now only game servers hosted by the Offworld Industries exist.

2.3.7 Settings

In the Settings menu you can set your options for the gameplay, video, sound and controls.

2.3.8 Credits

Credits shows our beloved developers. Yes, the scrollbar is a little broken at the moment, it will be fixed soon.

2.3.9 Exit Game

Click here to close Squad. You will asked to confirm your choice.

2.3.10 Disconnect

When you are in a match, click here to leave it. You will asked to confirm your choice. You will then see the start screen.

3. Chapter: How to play Squad

You made it into a game. Well done. Lets play and have some fun.

3.1 Quick Start Guides

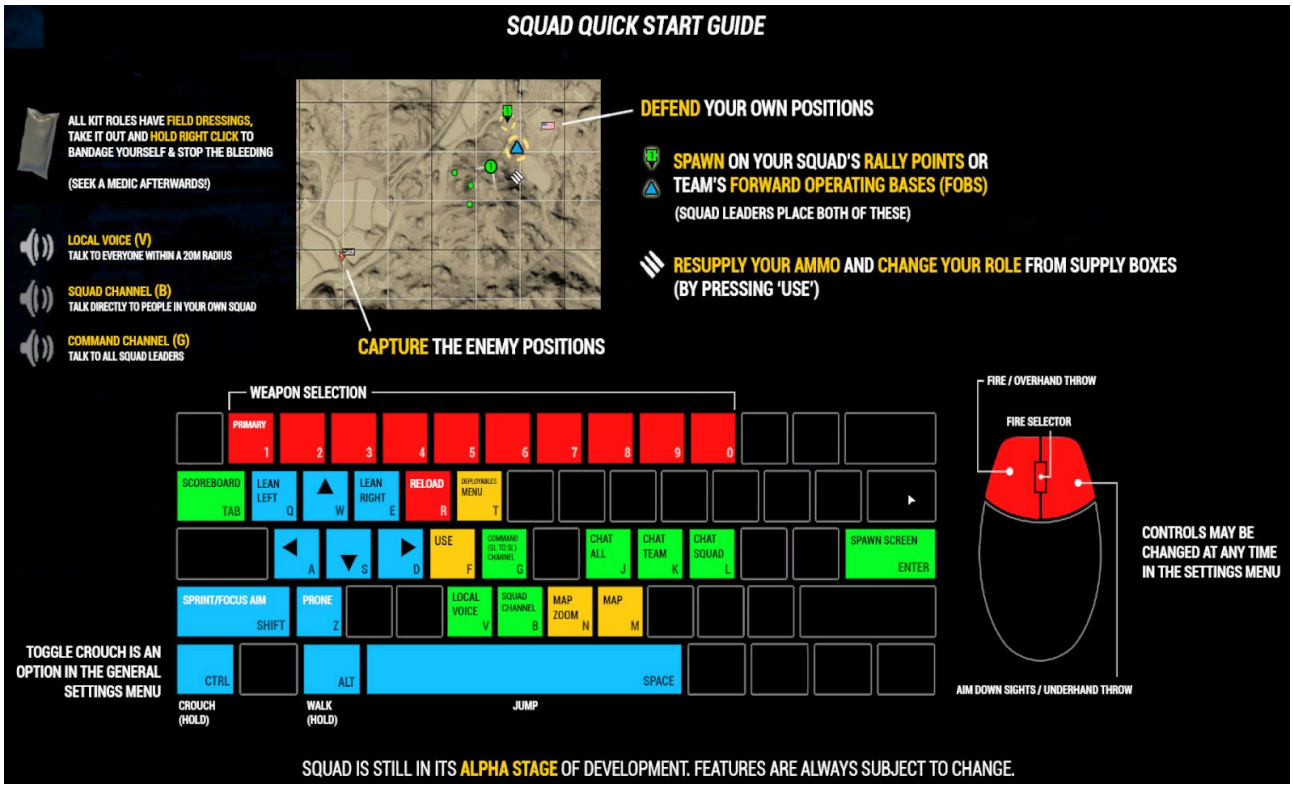
The following videos will help new players find their way into the game:

- oOParaOo's "Squad. Alpha - Everything you need to know to enjoy it" (YouTube)
- Shake Bake's "SQUAD Tutorial: THE VERY BASICS by SHAKE!" (YouTube)

Contributions: Do you guys have other useful videos or forum threads for beginners, let me know and I'll add them here. If anyone feels like creating a concise "Quick Start Guide", go ahead and do it – it would really help new players who cannot be bothered to read the entire manual here.

3.2 Controls

In all of below sections you you will find the default keyboard shortcuts for all the controls with a brief description. However, an useful summary provides the following Quick Start Guide that was added to Squad's loading screen for the Closed Alpha:



3.3 Basics

First lets look at a few important terms and concepts of Squad.

3.3.1 Control Point (CP)

CP, often just called "flags", are control points on the map that players need to capture. The CP

represents only a territory, no flags can be found at the actual ingame location of the CP. The capping radius of a CP may differ for each CP on the map. CPs can be either neutral or belong to one of the teams.

At least 3 players need to be within the capping radius of a CP to capture it – at the start of a round, a neutral CP can also be capped by one player alone. Cap time is approximately 60 seconds. The more players are inside the radius, the fast the CP is capped. If players from the opposite team are in the capping radius at the same time, players from each team will cancel each out. The team with more players in the radius will gradually take the CP.

When you are inside the capping radius of a CP, the **CP widget** will appear (see also section "HUD (Head-Up-Display)"). It shows who owns the CP and the current progress of capping or decapping. The following examples illustrate the different states of CP widgets:

Neutral CP

Neutral CP being capped by your team – progress bar is going up

CP owned by your team (US Army) – progress bar is completely filled

CP owned by opposite team (Insurgents)

BCP of your team (US Army) – Base Control Points are uncappable, hence progress bar is white

Since a recent build of Squad, the CP widget has a new look. We now also see the CP name next to the flag. Above screenshots will be updated some time in the future.

The layout of the CPs on the map may change for the same map from game to game.

In some game modes CPs can only be capped in a specific sequence. See section "Start Local" for more information.

3.3.2 Spawn points (SP)

To enter the map at the start of the game or after you died, you need to use SPs. The following types of SP exist:

- Rally Point (RP)
- FOB
- Base Control Point (BCP)

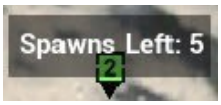
3.3.2.1 Rally Point (RP)

The RP can only be used for spawning by the squad who placed it but nobody else from the team. Spawn times on RP are longer than on FOBs.

The RP is constructed by the squad leader (SL). The SL cannot construct a RP alone - to place the RP one additional squad member is needed within 5-10m to the SL (a team member cannot help with this). The RP is represented ingame by a heap of bags.

The RP is destroyed and disappears if enemies are nearby. There can be only one RP for one squad - as soon as you place another RP, the previous RP will disappear. There is a cool-down timer of 2 minutes after you played a RP (cool-down timer is reset to zero if the SL respawns). A RP can only be used 9 times, then it will disappear.

On the map the RP shows the number of the squad who placed it. You can only spawn on the RP of your own squad.



If you mouse-over a RP, you see the number of remaining spawn. Make sure to place a new RP when this counter runs low. Team members should point this out to the SL if he does not notice and act on it.

3.3.2.2 Forward Operating Base (FOB)

The entire team can spawn on a FOB. Spawn times on FOBs are significantly shorter than on RPs.

FOBs are contructed by the SL and its team. The SL cannot construct a FOB alone – he needs two additional team members within 5-10m to construct a FOB (team member can assist here, you do not necessarily need to squad members; use local voice chat to call over any nearby team member). You cannot play a new FOB within 400 meters of another already constructed FOB, friendly or enemy. Ingame the FOB is represented by a radio.

See section "Building deployables" on how to build deployables in general.

The FOB is taken down by the opposite team the same way a CP is taken down. For this two or more players from the opposite team need to stand within a 75m radius of the FOB to start taking it down. When this starts happening, the FOB icon the map will turn red and spawning on this FOB will take an additional 15 sec longer than normal. Once the progress bar of the FOB reaches zero, the FOB disappears. When a team loses a FOB, it also loses tickets (see section "Tickets"). You can accelerate the take down process by de-shovelling the enemy radio/hideout (Right-Mouse with shovel) – see section "Destroying deployables".

FOB you and your entire team can spawn on

After you selected FOB for spawning, you see a circle around it

FOB is under attack. Clear the area of enemies as quickly as possible.

3.3.2.3 Base Control Point (BCP)

The first SP on the map is the BCP. This SP cannot be capped by the enemy and will remain on the map during the entire match.

BCP - you and your entire team can spawn here

3.3.3 Game Modes

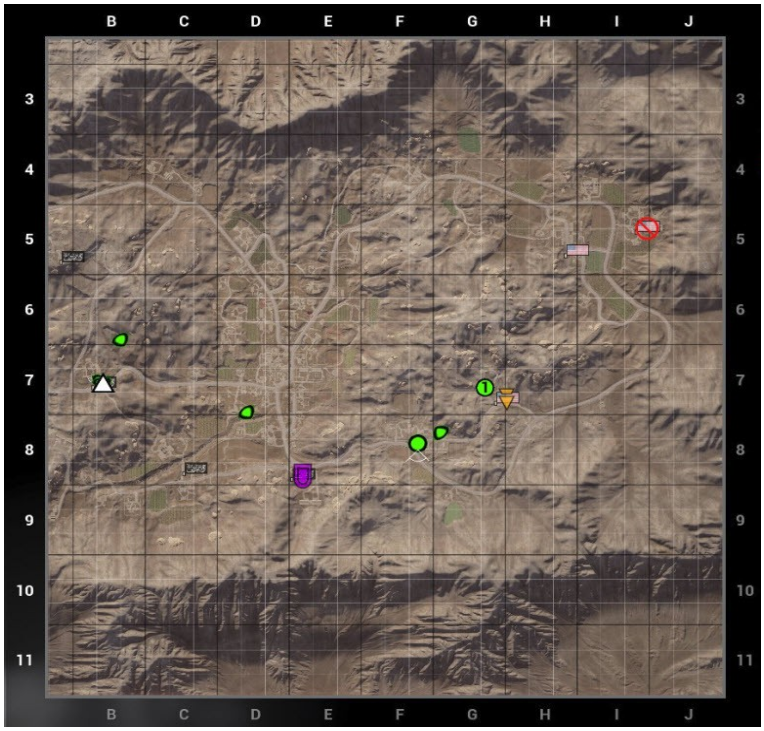
At the start of a new match, the name of the game mode appears at the top of your screen. This is useful because there is map rotation and game mode rotation after each match.

Some game modes have a **pre-round timer** at the beginning of a new match (see section "HUD (Head-Up-Display)"). You cannot spawn before this timer expired. This time should be used by the SL to discuss strategies among themselves and communicating them to their squad members.

3.3.3.1 Start Local

"Start Local" will put you all by yourself on a map to foul around and try out how to control your character and explore the map. You can use the full functionality of the game, however some features only work as a team (e.g. building a FOB and deployables), so you will not be able to try out everything.

3.3.3.2 Advance and Secure (AAS)



Two teams start from opposite ends of the map. They capture CPs in a specific sequence and compete over holding these CPs. You cannot capture CPs out of sequence, you can only capture the

next flag when you have captured and hold the previous flag. This is indicated with the attack and defense flag (see section "Using the Map").

If both teams neutralize two opposing flags in the CP's line of sequence, it's a stalemate - neither team can take their next attack flag. Only after the defense flag has been re-captured, can the attack flag been captured next.

The team who first runs out of tickets loses (see section "Tickets"). The score does not affect the result of the match (see section "Scores").

3.3.3.3 Insurgency

Two Insurgent Weapons Caches spawn at the start of each round. The US Army forces must take out insurgents to gain **Intelligence** and get hints to where the caches are located. As each Cache is overrun and destroyed, another one spawns in a random location on the map.

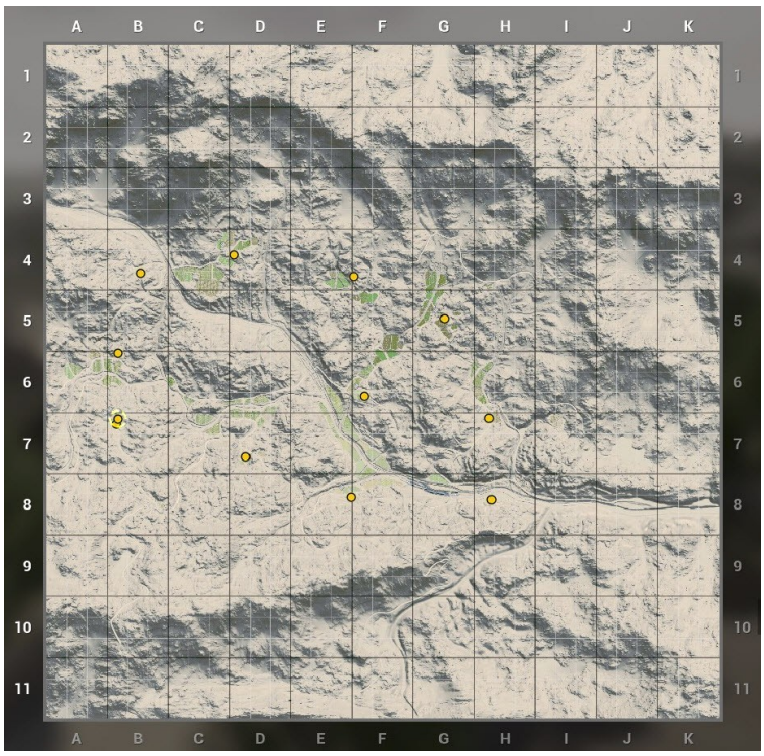
A weapons cache looks like this ingame:

US Army **Squad Leaders have an Incendiary grenade to destroy the Caches**, the US team needs to destroy a total of 5 Caches to win. The Insurgents must drain the US Army team's tickets or wait out the clock to win – the clock is shown in the bottom left-hand corner.

SLs, please note that you drop this grenade for greater precision - you can only throw it a few meters.

Insurgents can spawn on their caches.

At the start of the round insurgents see all cache locations on the map and, after the pre-round-timer expired, they can spawn on any of them. Shortly afterwards the first two caches randomly spawn on two of these locations and all other spawns disappear, except for the BCP.



A newly spawned cache looks to Insurgents like this. The US side will see any information on their map.

Shortly after the spawn, the purble color indicated this spawn as defense point to Insurgents.

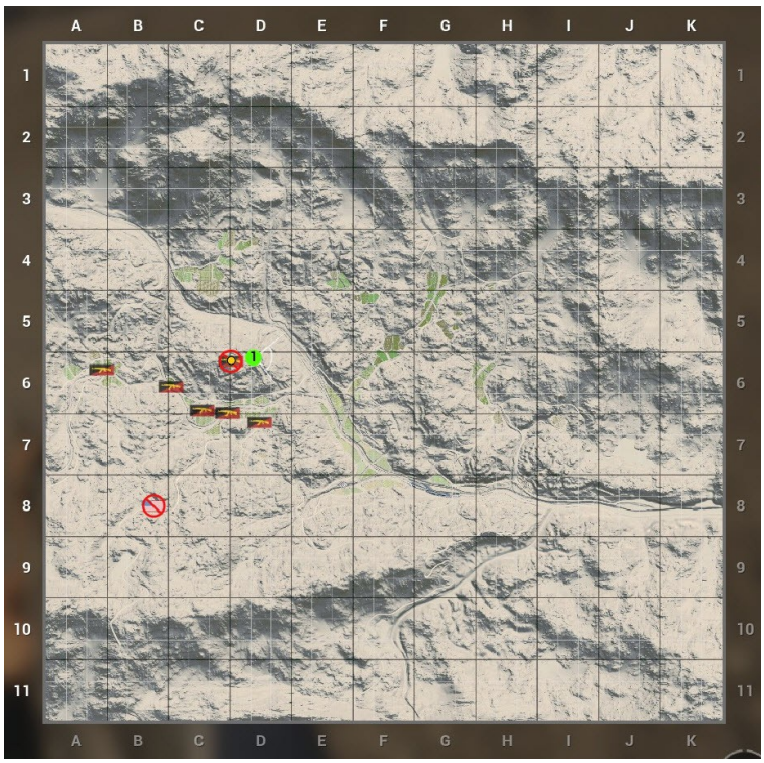
Soon icon will follow

To the US side, after they have killed enough Insurgents, this orange color marker will appear to indicate the area of a cache. Please note that this is not the exact location – you will have to scout the area around this marker to find the cache. Caches are often hidden in buildings.

A destroyed cache will look to all players like this.

3.3.3.4 Territory Control

This gamemode focuses on pure defence & offence depending on the side. Insurgents have a number of territories at the start that they have to defend. The points are not meant to be captured in any particular order. If the US capture a territory, it cannot be recaptured. US has a time limit to capture all the territories. Some territories have a spawn point that can be captured.



3.3.4 How to spawn

After you die or when the game starts, you are on the death screen. Now press the Return/Enter key on your keyboard to bring up the spawn screen with the map and SPs. Select the SP of your choice with Left-Mouse and hit Return on your keyboard again – then you will spawn. After you died and depending on your selected spawn location, there may be a timer at the bottom right-hand side which needs to expire before you can spawn. If you are currently in the incapacitated state, you need to click "GIVE UP" before you can spawn – for more information see section "Health management". You close the spawn screen with Return or by Left-Mouse on the CLOSE tab at the bottom right-hand corner. If the Return key is not working, use the mouse and the CLOSE tab.

Below you see the spawn screen. On the right-hand side, you see the spawn map with the available SPs. On the left-hand side you see the spawn menu with four tabs: TEAM, SQUAD selection, ROLE selection and the squad info of your current squad.

3.3.5 Choosing a team / faction

At the moment we have the following factions in Squad:

- US Army
- Insurgents

When you join a match, you will be auto-assigned to one team, depending on the player spread on the server. You can identify the team you are on by the flag symbol in the top left-hand corner of the spawn screen (in the tab "TEAM"). You also see the team you are on on the score board – see section "Scores".

You can attempt to switch the team by pressing the "TEAM" tab in the spawn screen and confirm you choice. However, auto-balancing might prevent you from switching teams if it would make teams too unbalanced.

3.3.6 Joining, creating or managing a Squad

In the SQUAD tab of the spawn menu you can choose to join an existing squad or create a new squad.

To join an existing squad, click on its "JOIN" button in the spawn screen. If the squad is already full (maximum 9 members), you cannot join the squad.

To leave a squad, click on its "LEAVE" button in the spawn screen.

To create a new squad, click the "CREATE" button in the spawn screen. This will create a new squad with an automatically assigned name. You can edit this default name before you create the squad. If you specify your own squad name, please choose a useful name. For example specify the role you intend to fulfill (e.g. "defense" to indicate you will be defending CPs) or the composition of your team (e.g. "GER_Team" to indidate German players are in this squad and are most likely speaking German). Or maybe you want to use your clan name. When you create a squad, you will

automatically be its SL.

If the SL leaves a squad the person next in line will become the SL. The sequence is determined by the order in which members joined the squad after its creation. The first person who joined the squad will be the next person in line when the original SL leaves.

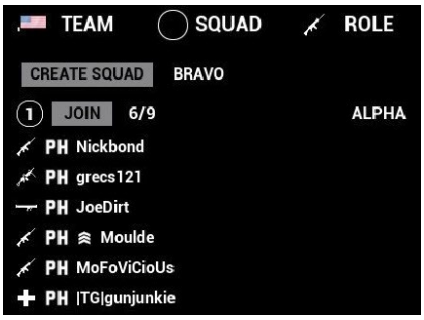
The SQUAD tab the SL can pass the SL role to another member in this squad.

The SQUAD tab the SL can kick members from his squad.

Note that you can join or swap squads at any time, you do not need to be dead.

The name squad name appears to the right. On the left you see the Squad number – this is a sequential number. For example, "Alpha" squad is Squad "1" (one). You also see the available slots in the squad. Below you see the names and roles of the members of this squad.

Below you see the SQUAD tab in the spawn menu:



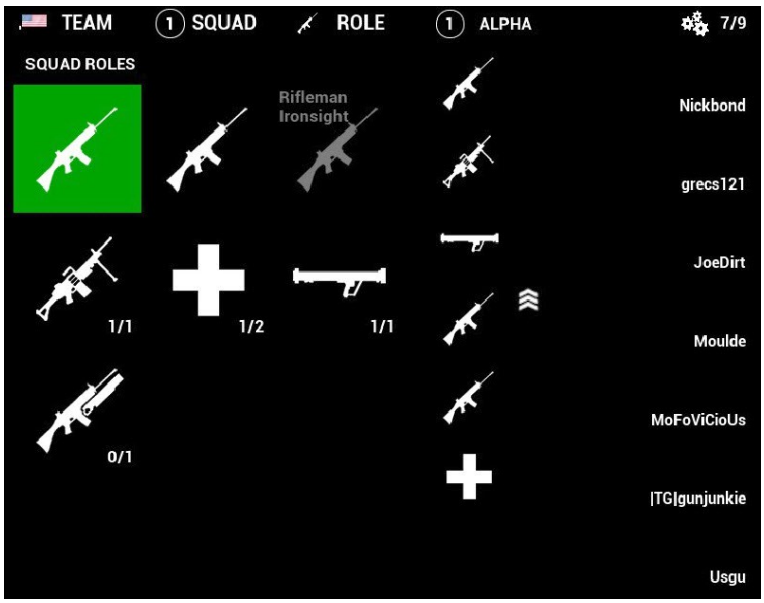
If you have not yet joined a squad, you have the choice if either joining an existing squad or creating a new squad yourself.

When you double-click a squad name in the list, you can expand or collapse its member list.

If you are already in a squad, you need to leave it before you can either join another squad or create a new squad yourself.

3.3.7 Choosing a role

In the ROLE tab of the spawn menu you can choose different roles in a squad.



The role will influence which weapons, equipment and abilities you will have (see corresponding sections "Weapons and equipment" and "Abilities"). For some roles the number of squad members that can fill this role is limited. For example "0/1" means only one member can take this role and currently nobody has taken the roll yet. Once the limit of the role has been reached, you can no longer claim this role. If you don't belong to a squad, you can only choose from very few roles. If you mouse-over a symbol, you will see the title of the role.

You can only change a role in the ROLE tab of the spawn menu before you spawn or when you resupply at ammo crate (see section "Resupply ammo").

3.3.8 Movement and stamina

You move with the usual keys ASDW. Crouch with Left-Control. Go prone with Z.

You can toggle crouching in the settings under "Game Settings" (not under "Controls"!).

You can move in three different speeds:

- When you just press ASDW, you are **running** in normal speed.
- When you also hold Left-Shift, you are **sprinting**.
- When you hold Left-Alt instead, you are **walking** slowly – this makes less noises to nearby enemies.

If you want to rebind the ASDW keys to different shortcut, see instructions section "Settings".

When sprinting you will use up your stamina (bottom right-hand corner of the screen). You can no longer sprint when your stamina is completely exhausted. You cannot start sprinting while your stamina is red. When running you slowly regain stamina. You regain stamina faster when you stand still, and even faster when you crouch or go prone.

Full stamina – indicated disappears when it is full and reappears when it is drained

Reduced stamina

Low stamina – you can no longer sprint or jump

Depleted stamina

Jump with SPACE. While you are crouching you cannot jump. You also cannot jump when your stamina is red or completely exhausted. Jumping will use up your stamina as well.

You can lean left and right by holding Q and E. You can toggle leaning in the settings under "Game Settings" (not under "Controls"!).

3.3.9 HUD (Head-Up-Display)

The ingame HUD has been kept minimalistic as a design choice.

You always see on screen:

- The **ammo widget** provides multiple information for your selected weapon ► far bottom right corner
  - The **Ammo circle** illustrates your current magazine status:

You are fully loaded – you have five spare magazines and one in your weapon. Magazines that are loaded into your weapon, a highlighted in green.

Your fire mode is "single shot".

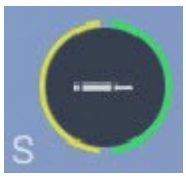
You have four spare magazines and one empty magazine in your weapon ("loaded chamber" icon is gone).

Your fire mode is "automatic".

You are down to one spare magazine and one in your weapon. The yellow color makes you aware you only have one spare magazine left.

You are using your very last magazine. The red color makes you aware of this situation.

You are out of magazines and rounds. Totally empty.



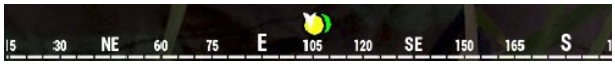
The circle will adjust the number of segments it shows depending on the the maximum capacity of magazines you can carry for this particular weapon. Left you see an example where you only carry up to two magazines – one is in the weapon, one is spare.

- **Loaded Chamber –** an icon in shape of a rifle round indicates whether or not a round is in the weapon's chamber. The icon disappears if the chamber (and your current magazine) is empty – if the icon is gone it means you need to reload ► inside ammo circle.
- **Fire mode -** depending on the weapon, either automatic (shown as "A") or single shot (shown as "S") ► just left of the ammo circle

- **Compass** ► bottom middle screen - this is a very important tool, use it to orientate yourself, give directions and call out enemy sightings to team members. You also see above the compass a visualization of the positions of nearby squad members within a 180° arc in front of you and within a distance of 20m.

Small circles show more distant members, larger circle show closer members. The SL is shown with the "Sergeant" **rank symbol**.

As medic, you will see squad members in the incapaciated state in **red**. This will aid you in finding those comrates on the battlefield.



Low health players are shown in **yellow** to

the medic.
Medics are shown to other players in form of a **cross**.

- **Ticket count** - see section "Tickets" for more information ► very top right-hand corner

You see on screen when the context calls for it:

- **Names of team players** appear over the player's heads when you aim at them. Names of squad members show up in green, other team members show up blue. Left to SL's names show a rank symbol ("Sergeant" rank insignia) and the squad number above it. No names are shown over enemies! Yes, this makes enemy identification difficult, so be careful before you fire. See section "Using the Map" on how the map helps you distinguish between friend and foe. **Important hint**: The player's names are their Steam names, not the **Squad login** names.
- When you select a weapon or equipment with the number keys 1 to 0, you will see your **inventory HUD** appear on the right hand side for a short duration. See section "Selecting weapons and equipment" for more information.
- **Stamina indicator** – see section "Movement and stamina" for more information ► bottom right-hand corner
- **Health indicator** (for medics only) - see section "Health management" for more information ► over the team player's characters
- **Voice indicator** - see section "Voice and Radio Communication" ► far bottom left
- **CP widget** - see section "Control Point (CP)" for more information ► top right-hand corner, left of ticket count
- **FOB widget** - see section "Building deployables" ►top left-hand corner
- **Pre-round or round timer**: Before a match starts, you may see the pre-round timer. During a match, if a time limit applies to the match, a round timer will also be shown. These timers appear ► bottom-left-hand corner
- **Map** - see section "Using the Map" for more information ► right half side of screen
- **Spawn screen** - see section "How to spawn" for more information ► full screen
- **Ingame text chat** - see section "Ingame text chat" on more information ► top left
- **Administrator text chat** - see section "Ingame text chat" on more information ► top middle
- **Status message** sometimes appear as feedback when you interact in the game – see section "Building deployables" ► top middle
- **Status message** when things happen in the game, e.g. a player joined on left the server, a flag was captured, etc. ► top left-hand side

You cannot see on screen:

- exact current rounds in your weapon

- exact health state
- virtual map markers on the HUD

3.3.10 Using the Map

The map gives you an overview of the terrain, your team and important objects on the map.

Tip: Using the map to helps greatly to disinguish between friend and foe. Look in the direction where you are seeing soldiers; then check this area on the map and see if there are any friendlies. If not, it must be enemies.

When ingame, press M to bring up the map. Press N to cycle through 3 zoom levels of the map. While the map is up, you can fully control your ingame character.

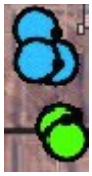
Tip: You can reassign the map key M to a more convenient location, for example CAPSLOCK. You will be using the map a lot in this game, put the key where you can easily reach it.

On the top left of the map you see the map name. "Assess information" does not yet have any function at the moment.

The map is covered with two sets of coordinate grids, a larger grid with alphabetic and numerical coordinates and a small grid that is called "keypad" and is read from 1 to 9 like the numerical keypad on your PC keyboard. When calling out coordinates you do this like this: H9, keypad 5. If you really want to be fancy, you can use the military alphabet when calling out coordinates (see Wikipedia), e.g. **hotel** 9, keypad 5.

On the map you see a lot of useful information. See also section "Spawn points (SP)" on how SPs look like on the map. Please note that you can only move the mouse on the map of the spawn screen.

You will see you own character on the map as larger green dot with an arc indicating the direction you are currently looking at.



You can also see other team players but not your enemies. Team players with green dots belong to your squad, blue dots belong to other squads or are not assigned to a squad. Each dot has a small black dot which indicates the direction these players are looking.

The squad leaders appear as circles with the squad number in it.

When you mouse-over a character you will see his name, his squad number, his squad name and his role.

When you mouse-over a CP, its name will appear. These names helps in communicating positions and situations to other team members.

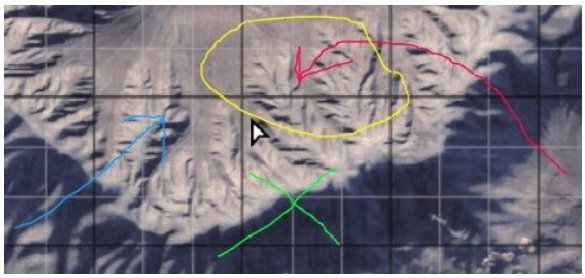
The next flag your team can cap is indicated with this attack marker. This flag is often just called "attack flag". See also section "Start Local" and section "Control Point (CP)".

The last flag your team capped is indicated with this defense marker. This flag is often just called "defense flag".

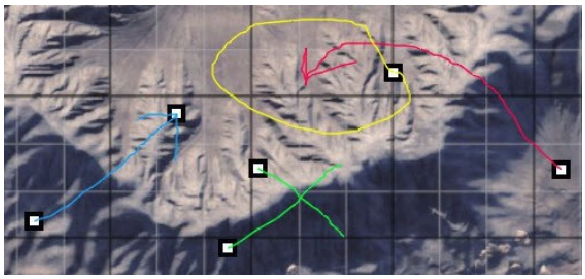
The map also provides advanced functions, see image below. Please note that these features have just been added to Squad and **are not yet fully functional**.

- Hold Left-Mouse and move the mouse to **scroll the map**.
- Use the mouse wheel to **zoom the map** at the position of your mouse.
- **Freehand draw** (and erase) in different colours on the map (at the moment only you and no other player can see this).

Use the pen to select colours and draw with the mouse on the map.



Use the eraser to remove drawn lines. Click on the squares appearing at each line's end to remove that line.



Click this symbol if you want to erase all your drawings from the map.

- Show map legend.

Mouse-over over this symbol if you want to see the map legend.

- When you set "PH" to green, the map will automatically scroll and follow your character as you move around on the map ("PH" stands for placeholder – in other words, the icon has not been finanlized yet).
- **Only the SL** is able to Right-Mouse on the map to set down a **marker** on the map. All team members will see these markers, not just his own squad. The markers will automatically disappear 90 seconds after they have been placed. At the moment there is no way you can

remove or move a marker once it is set down. You can set as many markers as you like. The following markers exist at the moment:

Waypoint - move to this location.

When the marker appears on the map, it looks like this:

Attach this location.

Defend this location.

Build at this location.

Scout this location (well, at least that is what I think it means; suggestions?)

If you spot enemies, you can set down marker in the categories of **infrantry** and **armor** with a symbol representing the type of unit you've spotted. All of these markers appear in red on the map.

("PH" stands for placeholder – in other words, the icon has not been finanlized yet)

Spotted **infrantry** units (NATO symbol – see Wikipedia). The following infrantry unit types are symbol depictions only.

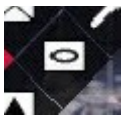
Automatic rifleman was spotted at this location.

When the marker appears on the map, it looks like this:

Sniper was spotted at this location (I guess this symbol means sniper; suggestions?).

RPG was spotted at this location.

No idea what this symbol means; suggestions?



Spotted **armored vehicles** (NATO symbol – see Wikipedia).

As we don't have vehicles in the game at the moment, I will not bother listing each symbol individually and attempting to guess what type of vehicle it might represent.

I guess this means an enemy FOB, but I am not entirely sure. Suggestions? Confirmation?

3.4 Weapons and equipment

3.4.1 Selecting weapons and equipment

You select a weapon or equipment with the number keys 1 to 0. When you press such key you will see your **inventory HUD** appear for a short duration.

The inventory HUD is divided into **item groups**. Each item group is accessed with a specific keyboard shortcut. As these groups are the same for all roles, you will not have to remember varying shortcuts for the different roles. The item groups are:

- (1) Primary weapon
- (2) Secondary weapon
- (3) Explosives
- (4) Smoke
- (5) Medical supplies
- (6) Special equipment

Some item groups contain multiple weapons/equipment – in the inventory HUD this is indicated with a plus symbol ("+"). Press the same shortcut again to choose between items in this slot.

For guns you will see the number of unused magazines as a number next to the selected weapon.

If a role does not possess a weapon of a particular item group or you used up all ammo, it will be show as greyed-out in the inventory HUD.

3.4.2 Handling weapons and equipment

Fire your gun with Left-Mouse. Aim down the sight of your weapon with Right-Mouse – this will also reduced weapon sway. While in aim-down-sight, hold Left-Shift to hold your breath and zoom in (not possible with pistols, scopes, grenades). Change your firing mode of your weapon (if available) by pressing the Mouse-Wheel or by pressing the same weapon shortcut key again. Reload your weapon with R.

You can toggle aim down sight (ADS) in the settings under "Game Settings" (not under "Controls"!).

Weapon sway and recoil behaves differently depending on your stance. Weapons with bipod have reduced sway or recoil when prone.

There is no melee attack at the moment.

Throw grenades in a high arc (overhand) with Left-Mouse, roll grenades in a low arc (underhand) with Right-Mouse. The duration of holding the mouse buttons has no influence over the throw distance nor does it cook the grenade.

Grenades from a grenade launcher will not explode on short distance. Make sure to fire at least 50 meters away.

Use the binocular with the Right-Mouse. Put away the binocular by hitting Right-Mouse again.

Use the shovel with the Left-Mouse. See more in section "Building".

On how to use medical equipment, see section "Health management".

3.4.3 Resupply ammo

You can resupply your ammo at ammo crates. Stand next to it, press F to interact with it, then select "resupply" with the mouse and Left-Mouse. Ammo crates are placed by SL – see section "Building deployables".

3.4.4 Suppression

While you are under close or direct fire (suppression), your vision gets blurry.

3.4.5 Faction's weapons and equipment

3.4.5.1 US Army

The US Army uses the following weapons, weapon attachments and equipment:

Name	Type	Magazine size
Beretta M9A1	Pistol	16
M4A1 Carbine	Automatic rifle	30
Red dot aim point	Attachment	N/A
ACOG scope	Attachment	N/A
M203 grenade launcher	Attachment	1
M249 SAW	Heavy machine gun	200
M72A7 LAW	Rocket launcher	1
M67 hand grenade	Grenade	1
M18 smoke grenade	Grenade	1
Incendiary grenade	Grenade	1
Shovel	Equipment	N/A
Binocular	Equipment	N/A
Medic bag	Equipment	N/A
Field dressing	Equipment	1

The following roles use the following weapons. Ammo count includes the magazine already in the weapon.

Officer:

Key	Weapon	Ammo
1	M4A1 Carbine with aim point	6 mags
2	Beretta M9A1	2 mags
3	M67 hand grenade	1 grenade
3	Incendiary grenade (only in game mode Insurgency)	2 grenades
4	M18 smoke grenade white	2 grenades
4	M18 smoke grenade blue	2 grenades
4	M18 smoke grenade red	2 grenades
5	Field dressing	2
6	Binocular	N/A

Rifeman:

The rifeman's M4A1 comes either with attachments (aim point, ACOG) or without (only ironsight).

Key	Weapon	Ammo
1	M4A1 Carbine	6 mags
2	Nothing	
3	M67 hand grenade	1 grenade
4	M18 smoke grenade white	2 grenades
5	Field dressing	2
6	Shovel	N/A

Grenadier:

Key	Weapon	Ammo
1	M4A1 Carbine with ironsight	6 mags
2	Nothing	
3	M203 high explosives	6 grenades
4	M203 smoke grenade white	2 grenades
4	M203 smoke grenade blue	2 grenades
4	M203 smoke grenade red	2 grenades
5	Field dressing	2
6	Shovel	N/A

Automatic Rifleman:

Key	Weapon	Ammo
1	M249 SAW with aim point	2 mags
2	Beretta M9A1	2 mags
3	M67 hand grenade	1 grenade
4	M18 smoke grenade white	2 grenades
5	Field dressing	2
6	Shovel	N/A

Medic:

Key	Weapon	Ammo
1	M4A1 Carbine with ironsight	6 mags
2	Beretta M9A1	2 mags
3	None	
4	M18 smoke grenade white	2 grenades
4	M18 smoke grenade red	2 grenades
5	Field dressing	6
5	Medic bag	unlimited
6	Shovel	N/A

Light Anti Tank:

Key	Weapon	Ammo
1	M4A1 Carbine with ironsight	6 mags
2	None	
3	M72A7 LAW	2 rockets
4	M18 smoke grenade white	2 grenades
5	Field dressing	2
6	Shovel	N/A

3.4.5.2 Insurgents

The Insurgents use the following weapons, weapon attachments and equipment:

Name	Type	Magazine size
Makarov PM	Pistol	8
AK-74	Automatic rifle	30

Name	Type	Magazine size
AKM	Automatic rifle	30
AKMS	Automatic rifle	30
AKS-74U	Automatic rifle	30
AMD-65	Automatic rifle	30
PM md. 63.	Automatic rifle	30
GP25 grenade launcher	Attachment	1
RPK	Light Machine Gun	75
SVD Dragunov	Sniper rifle	10
PSO-1 scope	Attachment	N/A
RPG-7 launcher	Rocket launcher	1
F-1 hand grenade	Grenade	1
RDG-2 smoke grenade	Grenade	1
Shovel	Equipment	N/A
Binocular	Equipment	N/A
Medic bag	Equipment	N/A
Field dressing	Equipment	1

The following roles use the following weapons. Ammo count includes the magazine already in the weapon.

Cell Leader:

Key	Weapon	Ammo
1	PM md. 63.	6 mags
2	Makarov PM	2 mags
3	F-1 hand grenade	1 grenade
4	RDG-2 smoke grenade white	4 grenades
5	Binocular	N/A
6	Field dressing	2

Fighter:

As fighter you can choose between AK-74 or AKM.

Key	Weapon	Ammo
1	AK-74 / AKM	6 mags
2	Makarov PM	2 mags

Key	Weapon	Ammo
3	F-1 hand grenade	1 grenade
4	RDG-2 smoke grenade white	2 grenades
5	Field dressing	2
6	Shovel	N/A

Automatic Rifelman:

Key	Weapon	Ammo
1	RPK	4 mags
2	Makarov PM	2 mags
3	F-1 hand grenade	1 grenade
4	RDG-2 smoke grenade white	2 grenades
5	Field dressing	2
6	Shovel	N/A

Grenadier:

Key	Weapon	Ammo
1	AK-74	6 mags
2	Makarov PM	2 mags
3	GP25 high explosives	5 grenades
4	GP25 smoke grenade white	2 grenades
4	GP25 smoke grenade white	2 grenades
4	GP25 smoke grenade white	2 grenades
5	Field dressing	2
6	Shovel	N/A

RPG Gunner:

Key	Weapon	Ammo
1	AKS-74U	4 mags
2	None	
3	RPG-7 OG-7V Frag	3 grenades
4	RDG-2 smoke grenade white	2 grenades
5	Field dressing	2
6	Shovel	N/A

Medic:

Key	Weapon	Ammo
1	AMD-65	6 mags
2	Makarov PM	2 mags
3	None	
4	RDG-2 smoke grenade white	3 grenades
5	Field dressing	6
5	Medic bag	Unlimited
6	Shovel	N/A

Long Rifle:

Key	Weapon	Ammo
1	SVD Dragunov with PSO-1 scope	7 mags
2	Makarov PM	2 mags
3	F-1 hand grenade	1 grenade
4	RDG-2 smoke grenade white	2 grenades
5	Field dressing	2
6	Shovel	N/A

3.5 Health management

Image above: A medic at work on the battlefield. Because the viewing player is also a medic, you can also see the health icon in this image.

Health management is an important part of Squad and the medic plays a vital role in this. Every player your revive, is one ticket kept for your team. Every wounded player brought back to full

health, will stay in the fight longer than a low health player. Not only will a dead player have to wait until he can respawn, he also has to come all the way back to its squad first to bring it back to full fighting strength. All of this combined will make the difference between winning and losing a fight, and at the end of the day, an entire match.

The health condition of a player can go through the following states:

- **Healthy –** unwounded.
- **Wounded** – reduced health due to falling and weapon damage. When you are wounded, your vision deteriorates (screen darkens). Only medics can heal your wounds. Medics can also heal themselves. Massive damage can lead immediately to the incapacitated state or death.
- **Bleeding** – when you take more than 25% damage, you will start bleeding. When bleeding your vision will increasingly deteriorate (screen darkens) and you will hear your heard beat. You are losing health at -5 HP per second. Bleeding out will eventuelly lead to the incapacitated state. You can stop bleeding by applying a field dressing by yourself or by a medic.
- **Incapacitated** – either through damage or bleeding out, your player reached the incapacitated state. When going into this stae, you player will scream out in agony – this is heard by other players, including the oppositing team. You are unable to move and your screen is very dark and fixed into one direction, however you can still talk to the radio or in local voice to direct a nearby medic to your location. Only a medic can revive you. Other players see your character on the ground moving in a simple animation. You have the choice to wait until you are revived or give up and respawn. To give up, go to the spawn screen and press "GIVE UP" at the bottom of the map. If you remain in the incapacitated state, you will die eventually. Time spent in the incapacitated state will reduce the respawn timer.
- **Dead** – you died, you have to respawn. When you die, you player will let out a death scream – this is heard by other players, including the oppositing team.

Medics can perform the following functions:

- **Heal wounds of other players** by stepping up to and aiming at them and then holding Left-Mouse with the medic bag until they have fully recovered. You will hear a sound effect during healing. Durning healing the patient should overwatch in the direction of expected enemy contacts. It is also recommended to heal in safe and protected locations and while crouching or proning. When you brought the patient back to 100% health you should tell him that you have finished – he has no indication of the current level of his health and the progress of the healing.

Medics see this icon over team players that are wounded. The inner symbols shows they need healing, the outer circle indicated their current health level. When healing is applied, the cirlce fills up.

The color indicates the level of health. Red being more critical, green being on the better side. When full health is restored for the other player, this icon disappears.

When a player is being healed by a medic, the player will see an icon appear in the middle of his screen – it indicates that he is being treated at the moment. The color shows the current level of health.

The green color appears when healing is completed. Then the icon disappears, healing is finished. You are back to full health.

- **Heal oneselves wounds** by holding Right-Mouse until you have fully recovered.
- **Bandage bleeding players or oneself** with Left-Mouse. You will hear a sound effect during bandaging. Roles other than medics can also apply field dressings to themselves or others.

The medic will see a icon with a drop of blood on players that are either bleeding or incapacitated. The icon will flash between the drop symbol and the circle health bar that shows the current health level. You need to bandage the player until the wounded symbol appears, then continue treatment until full health is restored.

This is the circle health bar. Both the cirle and the drop of blood symbol fade in and out.

- **Revive players** from the incapacitated state:
  - Players which are bleeding need to be bandaged first. After being bandaged, the player is still incapacitated.
  - Then apply the medic bag with Left-Mouse. This will bring the player back from the incapacitated state to the wounded state with a low level of health. The player can now move again. You should seek cover before continuing the healing process.
  - Now heal the players back to full health with the medic bag.
  - **Important hint:** a player that has been revived, will for the next two minutes instantly die when his health reaches zero again – he will not go into the incapacited state again. After two minutes expired without being severely wounded, his health is normal again.

Friendly fire hurts team members, so watch your fire and where you throw grenades.

3.6 Communication

3.6.1 Voice and Radio Communication

Squad includes ingame voice communication (based on Mumble).

The following types of voice communication exist in Squad at the moment:

- **Local voice chat** (hold key V, channel colour **blue**): this is heard by all team members (not enemies) within a 20m radius. The further you are away from the speaker, the lower the volume of the voice. You also get a directional sense from where the voice is coming from. Use this channel when you want to speak to local players, e.g. call out enemy sighting, announce yourself to team members before you surprise them and they shot at you, coordinate with your squad members nearby without annoying other members with useless chatter/information, coordinate with other team members from another squad. Local voice chat is also very useful to direct a nearby medic to your location.
- **Squad radio channel** (hold key B, channel colour **green**): only your squad can hear this radio. Use this channel to coordinate with your squad members or SL. Radio is heard regardless of distance between players.
- **Command radio channel** (hold key G, channel colour **red/brown-ish**): only SL can hear this radio. This channel is used by SLs so they can coordinate with each other.

The first voice indicator tell you who is currently speaking by showing a speaker icon with their name next to it (see also section "HUD (Head-Up-Display)). The colour also indicates on which channel the player is speaking.

The second voice indicator shows you when you speak yourself - you see a little speaker icon in the channel's colour.

Voices that come in over the radio, have a **radio filter** effect applied to them to make them sound more realistic. If you don't like it or it makes understanding too difficult for you, you can disable it in the settings menu under "audio" – see section "Settings".

Here are some tips from the forum on using the radio effectively:

http://forums.joinsquad.com/topic/3460-calling-directions/

http://forums.joinsquad.com/topic/2075-is-there-a-civilians-guide-to-lingo-youll-hear-in-squad-yet/

3.6.2 Ingame text chat

Beside voice communication you can also communicate via ingame text chat (see also section "HUD (Head-Up-Display)"). The following chat channels exisit:

- **Squad chat** (key L): text can only be seen by your squad members. This is probably

seldomly used, normally only by players without a microphone. But you can also use it give important information to your squad members. You can also use this when everybody is in a firefight and wouldn't hear you over the radio.

- **Team chat** (key K): text can only be seen by your team members. This is used for important information concerning the entire team, e.g. location of an enemy FOB.
- **All players chat** (key J): text can only be seen by all players. This is used to communicate with all players on the game server. This is the only means of communication to the opposite team.
- **Administrator text chat**: ingame text chat written by server administrators/moderators to all players.

After typing your chat text, hit Return to send it. To cancel your chat text, press Escape twice.

The colour of the chat text indicates by which player the text was written. Squad members' text appears in green, team members in blue, opposite team members in red.

The chat text also shows to whom it was send, i.e. [Squad], [Team], or [All]

The chat formating is as following: [to whom] by whom: text

3.7 Building

3.7.1 Abilities

At the moment only the SL has the following abilities (abilities are different to "equipment"):

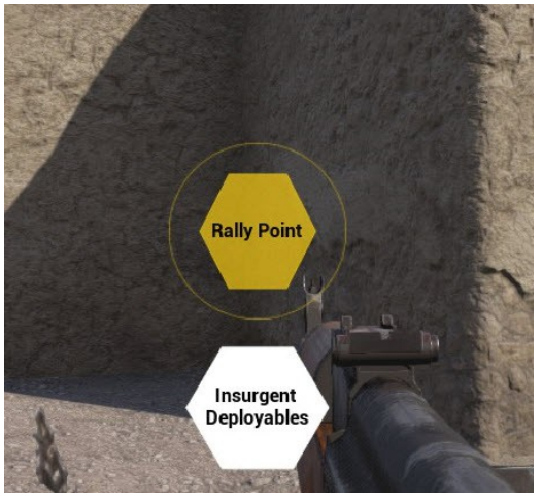
- Deploy a rally point - see section "Rally Point (RP)" for more
- Build deployables - see section "Building deployables" for more

3.7.2 Building deployables

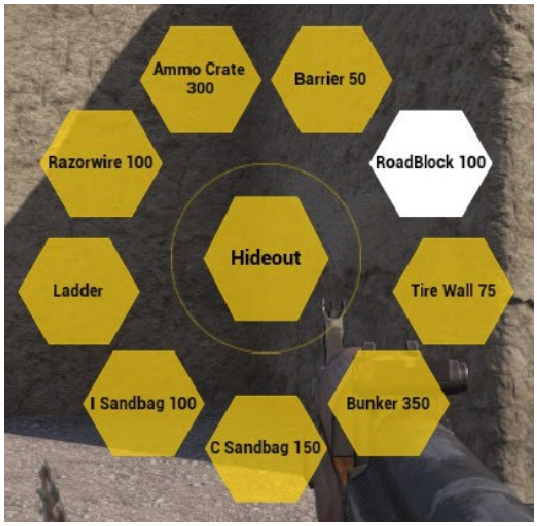
Deployables allow you to change the tactical situation anywhere on the map, as long you are in range of an FOB. However, make no mistake, deployables make only sense if they help your team towards victory. Building so-called "Super FOBs" is pointless and usually leads to the lose of your team. Any deployable you build will automatically draw the attention and firepower of the opposite team to its location.

Only the SL is able to build deployable objects. But he also needs to choose the role Officer/Cell Leader, otherwise he cannot build deployables. The SL is not able to complete the building process by himself, he will need the help from team members.

Before any deployables can be build, the SL need to put down a **radio/hideout**. The SL chooses all deployables from the Deployables Menu with key T. See section "Forward Operating Base (FOB)" on important information how to build a radio/hideout. After the radio/hideout was set down it will build itself, no shovelling is required although you can accelerate the building process by shovelling.



This is the first Deployables Menu when you hold down the key T. Only SL have this menu. Be aware if the SL is not holding the role of Officer/Cell Leader, he will not see the option for the Deployables.



When selecting the Deployables, you get to the second Deployables Menu where you choose the object. Next to the object, you see the required supply for its construction.

After a radio/hideout is placed, the **FOB widget** appears. The progress bar and its supplies start filling up automatically. Once the progress bar is full, the FOB is finished. The ammo counter, number to the left, shows the available ammo supply at this FOB. The construction supply, the number to the right, shows the supply balance you have available for building objects. The flag shows who owns this FOB.

With the radio/hideout deployed and with enough supplies accummulated, the SL can build deployables within a 50m radius of the radio/hideout. Open up the deployables menu and choose with the mouse the object and Left-Mouse to select it. You will now see a red or green shape of the object. Red means you cannot place it at the moment, green means you can place it. Move around with this shape to choose a suitable location. Left-Mouse to set down the object when it is shown in green, Right-Mouse to cancel the build. If you Left-Mouse a red shape, a status message appears and gives you the reason why you cannot place the object at the moment at this location – this status message is very useful and you should make use of it frequently to find out why you cannot build

an object.

When the SL was able to place the green shape, markers appear at its location and team members need to start the construction by using their shovels. Stand near the markers and aim at them, then hold Left-Mouse to start building the objects. Note that you can only shovel if you are next to a constructable object (very useful!); shovelling will also automatically stop shortly after the object is finished. Except for the radio/hideout and ladder, all objects need to be shovelled to be fully constructed. The more people shovel, the quicker the construction is finished.

Objects can be stacked on top of themselves. This way, for example, you can build a tall wall of sandbags. You can also build objects ontop of houses and other locations.

The construction of deployables goes through three stages. You physically see the progress of these three stages in the game – there exists no progress bar.

1. Markers put down by the SL, object does not yet exist
2. First stage of construction completed, object is half finished
3. At the second and final stage of construction the object is completed

Below you see an example of the construction of the ammo crate in three stages.

3.7.3 Destroying deployables

You can use your shovel with Left-Mouse on enemy deployables to deconstruct/destroy them.

This applies to all objects but radios/hideouts (FOB), ammo crates and ladders. See section "Forward Operating Base (FOB)" on more details how to destroy an FOB. Ladders and ammo crates cannot be destroyed at the moment.

3.7.4 Deployable objects

Below you see the available deployable objects for each faction. You will also see the supply costs for each object.

3.7.4.1 US Army

- Radio (0): FOB spawn point.
- Bunker (500): Bunker
- Hesco (100): Hesco
- RoadBlock (100): Road block
- Hesco Wall (600): Hesco Wall
- C Sandbag (150): Sandbag
- I Sandbag (100): Sandbag
- Ladder (0): The ladder is immediately available after the SL has set it down, no shovelling required.
- Razorwire (100): When you walk through razorwire, you will get injured. This affects your own team just as much as your opposing team.
- Ammo Crate (300): Here you can resupply or change roles.

3.7.4.2 Insurgents

- Hideout (0): FOB spawn point.
- Barrier (50): Barrier
- RoadBlock (100): Road block
- Tire Wall (75): Tire wall
- Bunker (350): Bunker
- C Sandbag (150): Sandbag
- I Sandbag (100): Sandbag
- Ladder (0): Ladder
- Razorwire (100): Razorwire
- Ammo Crate (300): Ammo Crate

3.8 Tickets

In the top right-hand side of the screen you see the ticket counter. At the start of the match each team starts with the same amount of tickets (the number of tickets depend on the map and game server's setting and may vary). Ticket lose occurs for a team as following:

- Player death: -1
- Lost CP: -10
- Lost FOB: -10
- When all CPs are taken by the opposing team, the other team bleeds tickets: -1 per second

As soon as a team hits 0 tickets, it has lost the match.

You cannot see the opposite team's ticket count.

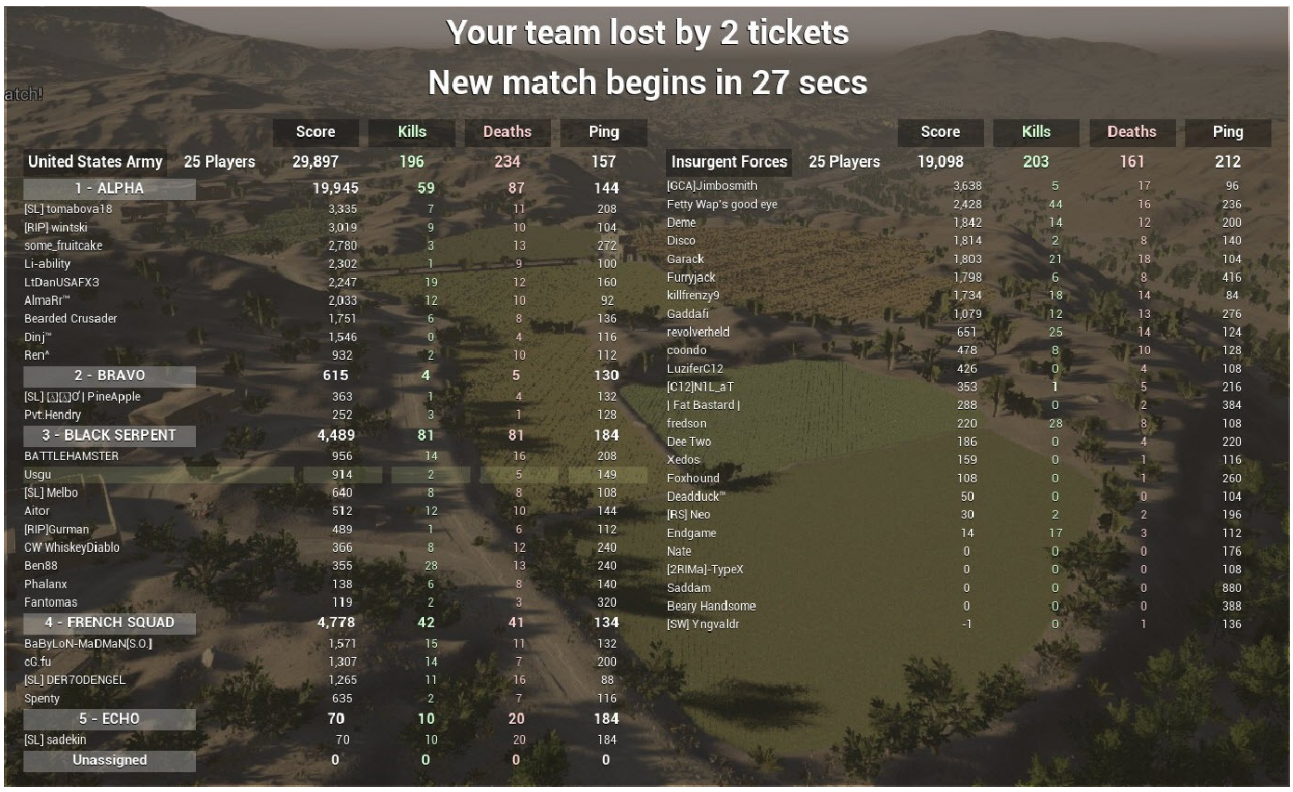
3.9 Scores

During a match, when you hold the TAB key you will see the in-match score board (below):

		Score	Ping
United States Army	25 Players	9,556	144
1 - ALPHA		7,096	136
[SL] tomabova18		1,208	180
Dinj™		1,147	92
LtDanUSAFX3		1,007	212
some_fruitcake		891	260
Li-ability		801	96
[RIP] wintski		640	120
Bearded Crusader		476	100
Ren^		475	96
AlmaRr™		451	72
2 - BRAVO		117	164
[SL] 「lolied」		117	164
3 - BLACK SERPENT		1,614	165
BATTLEHAMSTER		955	180
Rick Sanchez		301	228
Ben88		132	188
[RIP]Gurman		50	96
[SL] Melbo		49	100
Aitor		49	156
Usgu		42	173
Phalanx		20	132
CW WhiskeyDiablo		16	240
4 - FRENCH SQUAD		723	108
[SL] Konorr		378	88
BaByLoN-MaDMaN[S.O.]		209	92
DER7ODENGEL		137	96
=MUP= farmer		0	96
cG.fu		-1	168
5 - ECHO		6	176
[SL] sadekin		6	176
Unassigned		0	0

		Score	Ping
Insurgent Forces	25 Players	14,672	153
[GCA]Jimbosmith		1,945	100
Fetty Wap's good eye		1,876	292
Spy_Harder		1,758	100
Furryjack		1,477	116
killfrenzy9		1,430	76
Garack		1,289	140
Tachyon		1,099	96
Deme		948	232
IronMole		509	76
Disco		440	160
revolverheld		430	96
LsK		373	76
coondo		320	108
SCE_Speaker		269	224
Gaddafi		146	176
[C12]N1L_aT		139	228
soy		131	228
fredson		90	132
dunadan		8	152
Endgame		0	100
Glendale88		0	188
Saddam		0	156
[RS] Neo		0	348
LuziferC12		-1	124
team_r0ach		-4	104

At the end of a match the final score board will come up – it will provide additional information (below):



Contribution: I haven't worked out the scores yet, I will add them in a future version of the manual. Feel free to contribute and let us know the scores in the forum and I will transfer them to the manual.

The following events contribute to the following scores:

- Killing an enemy player: +1
- Dying: -1
- Team kill: -?
- Suicide: -?
- Reviving a team player: +?
- Healing a team player: +?
- Healing yourself: -?
- Capping a CP: +?
- Decapping an enemy FOB: +?
- Destroying an enemy RP: +?
- Shovel to construct deployables at an FOB: +?
- ???

Important hint: Your score is only updated after you died. This is intentional to prevent the use of the scoreboard as kill confirmation.

3.10 Console commands

Open the console with the key ^. You can enter the following commands. Commands that were newly added in a recent build, are highlighted in **bold**.

Tip: If you cannot open the console for some reason (i.e. the shortcut does not work for you at the moment), use the shortcuts for ingame text chat and erase the text chat command – now you can use the console normally.

- Available admin commands are shown when you press "A" in the console (not all commands will show up) – these commands are only available to admins
- "ChangeTeams", "ChangeTeams (Change teams to the other side)"
- "ChangeTeamsWithId", "ChangeTeamsWithId <NewTeam> (Change teams to the specified team number, zero changes to the other side)"
- "Chat", "Chat \"<Message>\" <ChatType=All|Team|Squad> (Broadcast chat message)"
- "ChatToAdmin", "ChatToAdmin <Msg>" (send system message to all admins on the server)
- "ChatToAll", "ChatToAll <Msg> (Chat to everyone)"
- "ChatToSquad", "ChatToSquad <Msg> (Chat only to same squad)"
- "ChatToTeam", "ChatToTeam <Msg> (Chat only to same team)"
- "CreateRallyPoint", "CreateRallyPoint (Drop a rally point for squad members to spawn from)"
- "CreateSquad", "CreateSquad <Name> (Request the creation of a squad, specifying the name)"
- "DemoPlay", "DemoPlay"
- "DemoRec", "DemoRec"
- "DemoStop", "DemoStop"
- "DisableHudWidgets", "DisableHudWidgets (Removes all widgets on the HUD)"
- "DisableUI", "DisableUI (Removes the UI components from the screen)"
- "Disconnect", "Disconnect (Disconnects from server)"
- "GiveUp" (Die and give up being wounded)
- "HighResShot", "HighResShot <Resolution/Multiplier> (take a screen shot, e.g., \"HighResShot 3840x2160\" or \"HighResShot 4\")"
- "JoinSquadWithId", "JoinSquadWithId <Id> (Join a squad on our team with the following id)"
- "JoinSquadWithName", "JoinSquadWithName <Name> (Join a squad on our team with the following name)"
- "LeaveSquad", "LeaveSquad (Leave the squad we are currently in)"
- "r.SetRes", "r.SetRes <Resolution> (change screen resolution, \"r.setres 1920x1080f\")"
- "Reconnect", "Reconnect (Reconnects to previous server)"
- "ShowNextMap", "ShowNextMap (Ask the server what the next map is)"

- "Stat FPS", "Stat FPS (Draw frame rate on screen)"
- "Stat Unit", "Stat Unit (Draws game, draw, and gpu times on screen)"
- "Suicide", "Suicide (Causes the player to commit suicide)"

4. Troubleshooting

In this section you will find hints to the common problems and questions related to Squad.

(Q = question, A = answer)

Please also see the following thread:

http://forums.joinsquad.com/topic/3052-troubleshooting-guide/

4.1 Getting Squad

Q: I want to pre-purchase Squad, but when I click on "pre-purchase now", nothing happens. Help!

A: You need to check the checkbox "I accept terms and conditions..." before you can continue. Please also make sure you have selected the correct tier you intend to purchase. See section "Getting a key".

Q: Help, I haven't received my key for Squad yet.

A: Very carefully read the section "Getting a key".

4.2 Starting Squad

Q: I cannot log into the game, I don't get past the login screen. I enter my details but nothing happens.

A: Very carefully read the section "Squad Login".

Q: Help, I forgot my Squad login / password.

A: See section "Squad Alpha Portal" on how to deal with forgotten passwords.

Q: I completely messed up the keyboard configuration. How can I go back to the default settings?

A: Delete the configuration file here:
C:\Users\<username>\AppData\Local\Squad\Saved\Config\WindowsNoEditor\GameUserSettings.Ini. It will be reset after you restart Squad.

Q: Help, I cannot find the Squad configuration files. I cannot get to the folder you have mentioned here. I can't even see the folder "C:\user\my-user\AppData" on my computer.

A: The folder "AppData" is a hidden folder. You have to enable Windows to show you hidden folders. See this post on how to do this.

Q: My ingame name does not corresond to my Squad login name. How can I change it?

A: Your ingame name is your Steam name and not your Squad login name – see section "Registering your keys" and "HUD (Head-Up-Display)". Change your Steam name on Steam to

change your ingame name.

Q: How can I find which build version of Squad I am currently running?

A: See this section "Main menu".

4.3 Playing Squad

Q: I was in the middle of a game and I was thrown off the server. Now the server is not in the server browser list anymore. What happened?

A: The server is probably restarting, either because it crashed or because an admin has initiated the restart for a good reason. Wait for it to come back or join another server.

Q: I cannot join any game servers in the server browser although free slots are available and lots of other people seem to be playing ok on those servers. Help!

A: Chances are you a running an old build of squad – see section "Server browser and joining a game". See also next question.

Q: Really, there is something seriously wrong with a game server (or all game servers). What can I do to have this looked into?

A: Occassionally there could be technical problems with the game servers and a reboot of the servers is necessary. Notify an admin of the problem. There are several ways how to do this:

- Send a Message-To-Admin via the console command either on the server in question or, if that is not possible, on another game server and tell him which server has problems. If an admin is present, he can respond to the problem.
- Write a post on the server forum in this sub-forum here.
- Send a PM to **Spectral** on the forum.

Q: Why did I spawn in the base CP? I am sure I selected an FOB or RP SP.

A: While a FOB is being capped by the opposing team, you can no longer spawn on it. If you attempt to spawn on such FOB, you will automatically spawn on the base SP.

Q: I can't jump anymore!

A: You are either crouching or exhausted (stamina). In these cases you cannot jump. See section "Movement and stamina".

Q: I can't sprint anymore!

A: You have exhausted your stamina. See section "Movement and stamina".

Q: I can't sprint anymore after I ALT-tabbed!"

A: Toggle the ALT key again (default bind is "Walk" for ALT). When loosing focus UE4 sometimes retains ALT pressed for some reason.

Q: All controls stop working! I cannot press any key on my keyboard, nothing happens.

A: This happens sometimes after ALT-tabbing to Windows. Press ALT or Escape to regain controls again.

5. Appendix

5.1 Squad Terms and Abbreviations

Frequently used terms in Squad, sorted alphabetically.

AAS – Game mode "Advance and Secure"

ADS – aim down sight

BCP - Base Control Point

CP - Control Point

EA – Steam **E**arly **A**ccess (not to be confused with Electronic Arts)

FOB - Forward Operating Base

GG - Good Game, written in chat at the end of a match

HP - Health Point

PH – Placeholder – content that will be finalized later

PR - Project Reality mod for Battlefield 2 (homepage).

RP - Rally Point

SL - Squad Leader

UE4 - Unreal Engine 4

5.2 Steam Groups for Squad

There are various **Steam Groups** for Squad – join today!

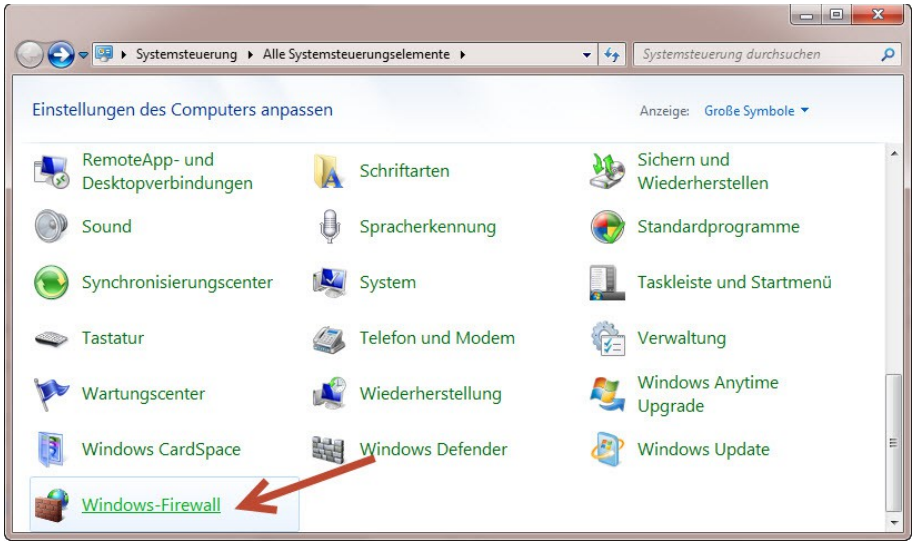
- http://steamcommunity.com/groups/JoinSquad – the **offical Steam group** by our devs, lots of members! Offical events are organized here sometimes.
- http://steamcommunity.com/groups/SquadAUNZ – Steam group for Down Under players
- http://steamcommunity.com/groups/SquadRu – Russian Steam group; they also heavily promote Squad in Russia (Homepage, post in our forum).
- http://steamcommunity.com/groups/smarttacticscommunity – German Steam group by SmartTactics
- **Contributions**: Tell me of other worthy Steam groups and I will add them here.

(Image source: IrOnTaXi here)

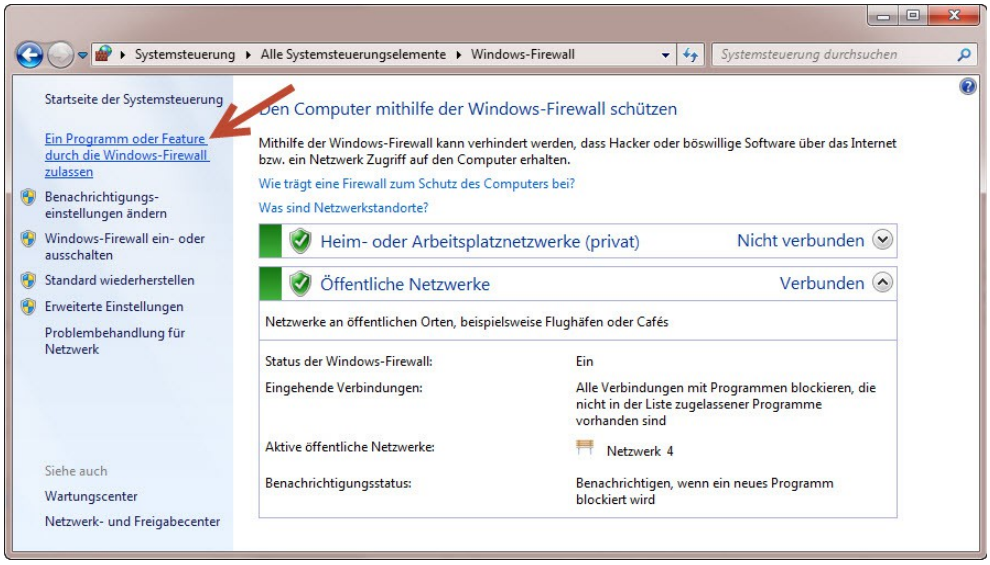
5.3 Windows Firewall

If you are not sure whether you added Squad to your Windows firewall when you first started Squad, you can check it and manually add it later. Here are the steps below. See section "Installing Squad" why this is necessary.

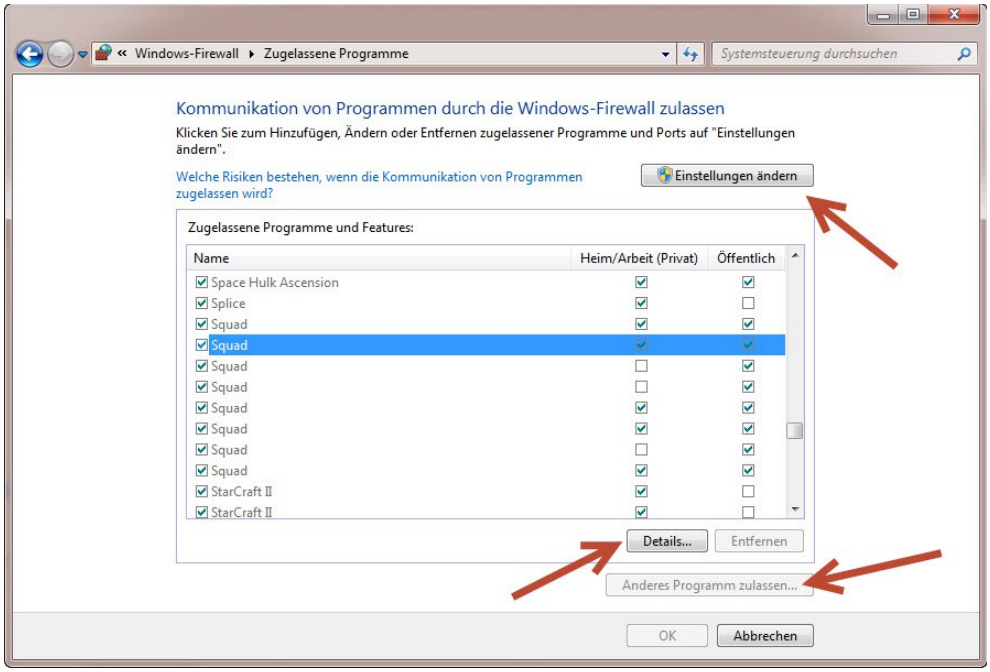
Step 1: Bring up the Windows Control Panal and select Windows-Firewall.



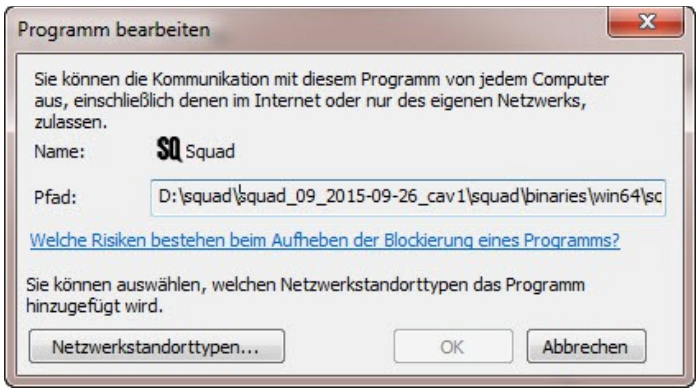
Step 2: Click on "Allow Program or Feature through Windows-Firewall". Alternatively, you can also click "Turn Windows firewall on or off" to **temporarily** disable your Windows firewall to see if it causing your login problems.



Step 3: Look if you find Squad in the list and both checkboxes for public and private networks are checked. Note, if you make any changes, you need to first allow this with the button "Change settings".



Step 4: Double-check the latest build of Squad is also allowed. Remember, when you update Squad, you add a new version of Squad to your computer. Each version of Squad needs to be allowed through the Windows firewall. Hence, you might see multiple exceptions listed for Squad as in above screenshot. To check if you latest build is allowed in this list, click on Details. Here you will see the path to the Squad build. Check that this is truely the correct path to the current build of Squad (see also section "Installing Squad" and "Updating Squad"). By the way, you can remove firewall execeptions for old Squad builds.



Step 5: If you do not have the correct version of Squad listed, add it manually with "Allow another program" and enter the correct path.