



SQUAD USER MANUAL

ENGLISH
VERSION 1.0
13 DEC 2015



SQUAD

**FFWORLD
INDUSTRIES**

trueSKY™



**UNREAL
ENGINE**

Table of Contents

1. Chapter: Before we get started.....	4
1.1 Introduction.....	4
1.2 System requirements.....	4
1.3 About the development of Squad	5
1.4 About Offworld Industries LLC (OWI).....	6
1.5 About Project Reality (PR).....	6
1.6 Manual version history.....	7
2. Chapter: How to get and install Squad.....	8
2.1 Steam Early Access.....	8
2.2 Kickstarter backer and pre-purchaser.....	8
3. Chapter: Quick Start Guides.....	11
4. Chapter: How Squad is meant to be played.....	12
4.1 Realism.....	12
4.2 Communciation and coordination.....	13
4.3 Team play.....	14
4.4 Leadership.....	14
4.5 Reporting misbehaving players.....	15
5. Chapter: How to play Squad.....	16
5.1 Main menu.....	16
5.2 Server Browser.....	17
5.3 Control Point (CP).....	18
5.4 Spawn points (SP).....	18
5.4.1 Rally Point (RP).....	19
5.4.2 Forward Operating Base (FOB).....	20
5.4.3 Base Control Point (BCP).....	20
5.5 Factions.....	20
5.5.1 US Army.....	21
5.5.2 Insurgents.....	21
5.5.3 Russian Ground Forces.....	22
5.5.4 Irregular Militia.....	22
5.6 Game Modes.....	23
5.6.1 Training.....	23
5.6.2 Advance and Secure (AAS).....	23
5.6.3 Insurgency.....	24
5.6.4 Territory Control.....	25
5.7 How to spawn / spawn screen.....	26
5.8 Choosing a team.....	28
5.9 Joining, creating and managing a Squad.....	28
5.10 Selecting a role/kit.....	29
5.11 Movement and stamina.....	31
5.12 HUD (Head-Up-Display).....	31
5.13 Using the Map.....	34
5.14 Weapons and equipment.....	37
5.14.1 Selecting weapons and equipment.....	37
5.14.2 Handling weapons and equipment.....	38
5.14.3 Resupplying ammo.....	38
5.14.4 Suppression.....	39

5.15 Health management.....	40
5.16 Communication.....	42
5.16.1 Voice and Radio Communication.....	42
5.16.2 In-game text chat.....	43
5.17 Abilities.....	43
5.18 Deployable objects.....	44
5.18.1 Building deployables.....	44
5.18.2 Destroying deployables.....	47
5.18.3 List of deployable objects.....	47
5.19 Tickets.....	51
5.20 Scores.....	51
5.21 Console commands for players.....	54
6. Chapter: Troubleshooting & FAQ.....	55
6.1 Getting Squad.....	55
6.2 Playing Squad.....	55
6.3 Dedicated Servers.....	59
6.4 How to report bugs.....	59
6.5 How to submit suggestions.....	60
7. Chapter: Appendix.....	61
7.1 Useful links.....	61
7.1.1 Official sites.....	61
7.1.2 Others.....	61
7.1.3 Steam Groups for Squad.....	62
7.2 Squad Terms and Abbreviations.....	62
7.3 Impressum.....	63

1. Chapter: Before we get started

1.1 Introduction

Welcome to the user manual of Squad. The manual will tell you all you need to know about Squad.

- **Chapter 1** provides you general and background information on Squad.
- **Chapter 2** tells you how to get Squad.
- **Chapter 3** helps you to get started with Squad as quickly as possible.
- **Chapter 4** gives you some guidance on how Squad is intended to be played in order to achieve maximum enjoyment. A highly recommended read for all newcomers.
- **Chapter 5** goes deep into the features of Squad. Use this chapter as a reference guide – browse the table of content and jump to those sections your are most interested in. Or, if you want to know it all, read the entire chapter from start to finish.
- **Chapter 6** helps you with your questions and possible problems.
- **Chapter 7** provides additional useful information. Check it out.

You will find the **latest version** and all available **translations** of this manual in this [thread](#).

Tip: Throughout the manual, when you see a reference to a section, you can click it and **directly jump there**. Example: If you want to purchase Squad, go to section "Steam Early Access".

1.2 System requirements

Squad is still in early development, therefore the final system requirements for the retail release of Squad are subject to change. As optimisation of Squad and its underlying engine progresses, Squad's performance will improve. Below you see the **current** system requirements.

MINIMUM	RECOMMENDED
OS: Windows 7 SP1 (x64) Processor: 2.4 GHz Dual-Core 64-bit CPU Memory: 4 GB RAM Graphics: DX10 Compatible GPU with 1 GB Video RAM DirectX: Version 10 Network: Broadband Internet connection Hard Drive: 10 GB available space	OS: Windows 7 SP1 (x64), Windows 8 (x64), Windows 10 (x64) Processor: 3 GHz Quad-Core 64-bit CPU Memory: 6 GB RAM Graphics: DX12 Compatible GPU with 2 GB Video RAM DirectX: Version 12 Network: Broadband Internet connection Hard Drive: 12 GB available space

Linux and Mac operating systems are not support at the moment. However, the game engine under Squad, the Unreal Engine 4, will at aim at supporting Linux and Mac. Hence, it might be possible these platforms will be supported in the future.

1.3 About the development of Squad

Squad is not a finished game and still in **early development**. Many features and new content will be

added in the coming months and years. Still, you can play Squad today and actively participate in its development. Not seldomly will you have the chance to meeting us online and playing with us side by side.

- Please **report bugs** – see section "How to report bugs".
- Please **submit suggestions** for Squad – see section "How to submit suggestions".
- Join the **community** on the [forums](#).
- Closely follow the development on Squad's [homepage](#). There are [news](#) and [announcement](#) sections, plus sections for [progress updates](#) and [monthly recaps](#).

Squad is built on the game engine "Unreal Engine 4", in short UE4 ([homepage](#)).

Modding of Squad will be supported in the future. We have a tutorial [forum section](#) on modding.

Below you see the timeline for Squad's past, current and future release phases.



Here a summary of the major milestones of Squad's development:

- March 2014: Development of Squad started.

- October 2014: Squad was publicly announced for the first time (in [PR forums](#), in [Squad forums](#)).
- February 2015: The studio Offworld Industries LLC was founded.
- April 2015: Squad was successfully greenlit on Steam's Greenlight ([direct link](#), Squad's Greenlight [trailer](#)).
- May 27 to June 27, 2015: Successful Kickstarter campaign ([direct link](#), Squad's Kickstarter [trailer](#)).
- July 18, 2015: Closed Pre-Alpha launch weekend.
- September 26, 2015: Closed Alpha launch.
- December 15, 2015: Steam Early Access launch ([direct link](#), Squad's Early Access launch [trailer](#)).

Early Access will last approximately until the end of 2016.

Retail release is estimated for some time in 2017.

1.4 About Offworld Industries LLC (OWI)

OWI is an independent studio formed in 2014 by more than 15 developers who had worked together for more than 50 man-years combined on Project Reality (see section below). One of the founding purposes was to bring a standalone successor of this acclaimed mod to market. OWI is based in Vancouver, British Columbia. The team itself however, composed of part- and full-timers as well as freelancers, is spread out throughout the world.

For more information, please go to <http://press.joinssquad.com/>. You can also see a list of the developers in the in-game credits – see section "Main menu".

1.5 About Project Reality (PR)

When talking about Squad, we also have to mention Project Reality. Project Reality is a mod (modification) for Battlefield 2. Commonly this mod is called "PR:BF2" or just "PR". Development of PR started in 2004 and PR has been very popular ever since. Many of the original modders of PR have become developers of Squad. Squad is the spiritual successor to PR and many gameplay features from PR will be implemented in Squad.

Just as Squad, PR is a combined arms tactical first-person multiplayer-shooter. Originally it required a copy of Battlefield 2 to play it. Since PR version 1.3 it no longer require the original Battlefield 2. Now anybody can enjoy PR for free. Try it yourself. Make no mistake, although PR is based on a 10 year old game engine and the graphics are clearly dated, the gameplay is phenomenal nevertheless. Development of PR still continues today and enjoys a loyal player base.

More information on PR:

- [Homepage/download](#)
- [Wikipedia](#)
- [Release video](#) of PR version 1.3.5 released November 1 2015.
- ShackTac's Oakley's excellent ["Introduction to Project Reality for Battlefield 2"](#)
- The [playlist "PR in 60 Seconds"](#) gives a good overview of PR.

- There are endless resources, tutorials, and videos for PR available on the Internet.

1.6 Manual version history

The version history of this manual.

Version 1.0 (December 13, 2015):

A completely new version of the manual was released. This version was specifically rewritten for the Steam Early Access and our new players in mind. Welcome to the community!

2. Chapter: How to get and install Squad

If you want to play Squad on Steam we have to distinguish between two scenarios: you are purchasing Squad through Early Access on Steam or you have already acquired Squad as Kickstarter backer or through pre-purchasing on the Squad homepage.

Please note that in order to play Squad, you will need a **Steam account**. If you don't already have a Steam account, go to <https://store.steampowered.com/login/> and create your account before proceeding.

2.1 Steam Early Access

Go to the Squad Early Access page on Steam [here](#). Purchase and install the game through Steam. All future updates will be automatically downloaded and installed through Steam.

2.2 Kickstarter backer and pre-purchaser

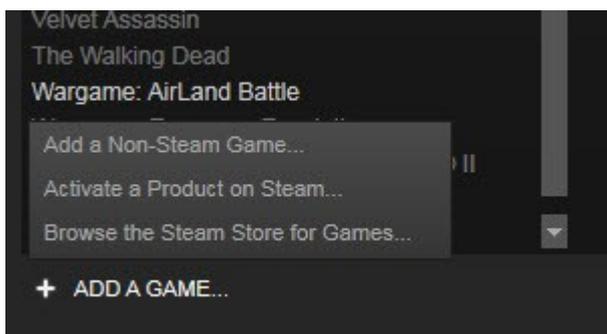
As Kickstarter backer (Squad Leader tier and higher) you might already have been playing Squad for months as direct download from the Squad homepage. Rifleman backers and pre-purchasers have already completed their purchase. All of you will receive a **Steam key** in order to transition over to Steam.

Rifleman backers will receive their Steam key for Squad via email a few days (or hours!) before the launch date of Squad's Steam Early Access.

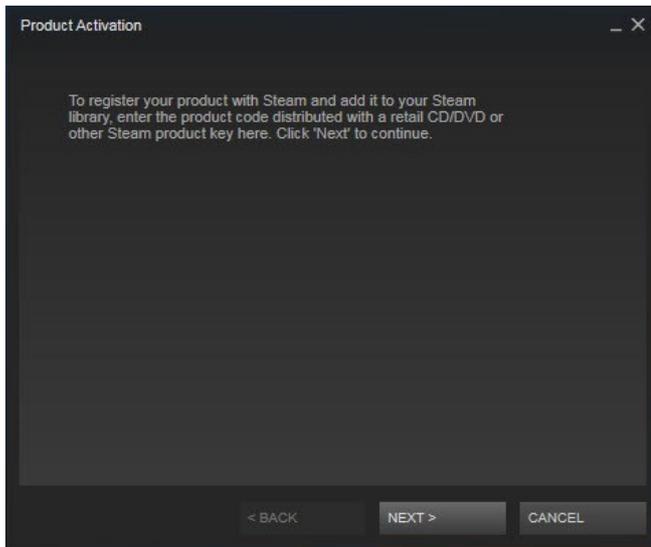
Squad Leader backers and above will have received their key as part of the final Alpha version 3 on December 4th 2015. If you have not yet received your Steam key, please head over to the troubleshooting section "Getting Squad".

Here is the key registration process:

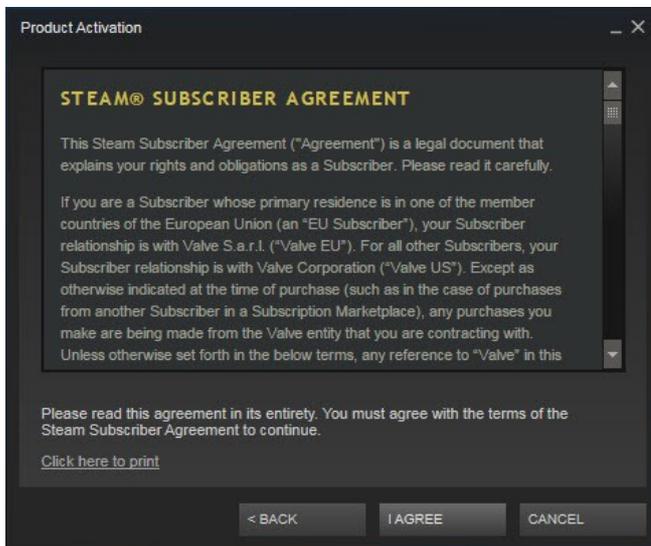
1. Start Steam on your computer
2. Go to your Steam games **library**
3. Click "Add a Game..." at the bottom, left-hand side and select "Activate a Product on Steam..."



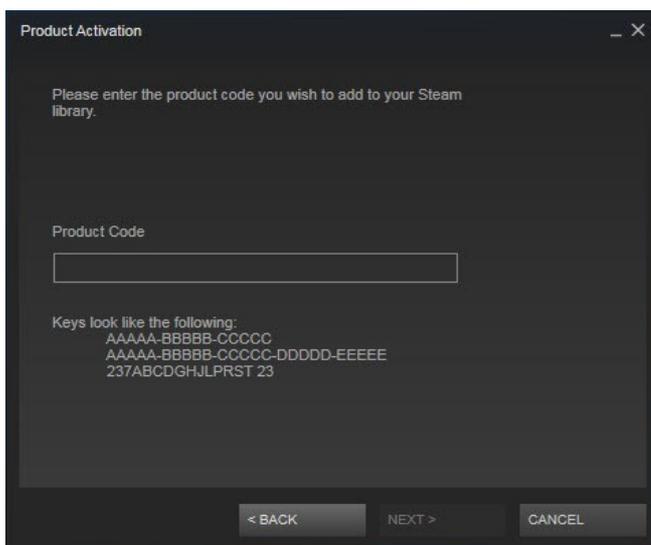
4. Click "Next"



5. Read the "Steam Subscriber Agreement" and click "I agree".



6. Enter your Squad Steam key and click "Next".



7. Your key will be validated and when successful, Squad will be added to your library and is ready for installation.
8. Follow the on-screen installation instructions to install Squad.

3. Chapter: Quick Start Guides

This quick reference shows you the most essential information:

SQUAD QUICK START GUIDE

ALL KIT ROLES HAVE FIELD DRESSINGS. TAKE IT OUT AND HOLD RIGHT CLICK TO BANDAGE YOURSELF & STOP THE BLEEDING (SEEK A MEDIC AFTERWARDS!)

LOCAL VOICE (V)
TALK TO EVERYONE WITHIN A 20M RADIUS

SQUAD CHANNEL (B)
TALK DIRECTLY TO PEOPLE IN YOUR OWN SQUAD

COMMAND CHANNEL (G)
TALK TO ALL SQUAD LEADERS

DEFEND YOUR OWN POSITIONS

SPAWN ON YOUR SQUAD'S RALLY POINTS OR TEAM'S FORWARD OPERATING BASES (FOPS)
(SQUAD LEADERS PLACE BOTH OF THESE)

RESUPPLY YOUR AMMO AND CHANGE YOUR ROLE FROM SUPPLY BOXES (BY PRESSING 'USE')

CAPTURE THE ENEMY POSITIONS

WEAPON SELECTION

PRIMARY 1 2 3 4 5 6 7 8 9 0

SCOREBOARD TAB LEAN LEFT Q LEAN RIGHT W RELOAD R DEPLOYABLES MENU T

SPRINT/FOCUS AIM SHIFT PRONE Z LOCAL VOICE V SQUAD CHANNEL B MAP ZOOM N MAP M

CHAT ALL J CHAT TEAM K CHAT SQUAD L SPAWN SCREEN ENTER

TOGGLE CROUCH IS AN OPTION IN THE GENERAL SETTINGS MENU

CROUCH (HOLD) CTRL WALK (HOLD) ALT JUMP SPACE

FIRE / OVERHAND THROW
FIRE SELECTOR
AIM DOWN SIGHTS / UNDERHAND THROW

CONTROLS MAY BE CHANGED AT ANY TIME IN THE SETTINGS MENU

SQUAD IS STILL IN ITS **ALPHA STAGE** OF DEVELOPMENT. FEATURES ARE ALWAYS SUBJECT TO CHANGE.

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

- oOParaOo's "Squad. Alpha - Everything you need to know to enjoy it" – please note that this video is not up-to-date with the current version of Squad ([YouTube](#))
- Shake Bake's "SQUAD Tutorial: THE VERY BASICS by SHAKE!" – please note that this video is not up-to-date with the current version of Squad ([YouTube](#))
- TheDevildogGamer's "Squad - First Look" ([YouTube](#)) – although this is a fairly old video (lots of features have changed in Squad since), it still is one of the best introductory videos of a real match, led by a great squad leader and showing excellent team play and communication.

4. Chapter: How Squad is meant to be played

Squad may look like a typical military first-person shooter, however it has much more to offer than typical multiplayer fun. In fact, more important than shooting are communication, coordination and team play. Soon you will discover the depth and joy of these gameplay aspects. This chapter intends to help new players find access to the following most important aspects of Squad gameplay:

- **Realism**
- **Communication and coordination**
- **Team play**
- **Leadership**

Also, here are useful pages that help you understand what Squad is and what gameplay features it has:

- [What is Squad](#) – a short overview
- [The Kickstarter campaign](#) description provides a very detailed insight into what Squad will eventually be. Make sure to also read the **Boot Camp series**.
- [Tactical Guide](#) written by our community member Cheesy_LeScrub.

4.1 Realism

Many build-in gameplay features in Squad promote realism. Therefore, we have two experienced military advisers in our development team. Although realism is a priority, it is balanced with playability. Squad is not a hardcore simulator but a playable realistic tactical shooter.

- You will immediately notice that weapon handling is different to many shooters. Your weapons sway, recoil and reloading times are more realistic. Ballistics are calculated realistically.
- Friendly fire is always on.
- Your on-screen HUD is minimalistic and will show very little. You rely heavily on your own awareness and the direct communication to other team players.
- Friend or foe identification is not automatically handed to you – every time before you pull the trigger you have to make sure whether you are really firing at an enemy or a friend.
- There is no kill confirmation. If you want to know for sure if you actually killed an opponent, you have to walk over and see for yourself.
- When you come under suppression fire, your vision becomes blurred.
- There are different health and wounded states and medical treatment in the game.
- Grenades are deadly.
- When you sprint and jump, you use up your stamina. You have to reset to recover your stamina. If your stamina is exhausted, your weapon sway increases, making aiming harder.
- Maps are huge size - up to 64km². Walking from A to B takes considerable time. Vehicles help traverse the terrain. Without setting up spawn points in the right locations, players are unable to timely support their teammates in battles.

- Your team can build deployables and bases anywhere on the field, tipping the tactical advantage to your side.
- Constructing deployables and bases will require a functioning supply chain (this feature will be added in the future).
- Communication is an essential and integral part to combat effectiveness. More about this in the next section.

4.2 **Communication and coordination**

There are only a few games out there that rely so heavily on speech communication between players as Squad. Using a **microphone is mandatory** to fully play and enjoy Squad. As a team you can only succeed and win if you use fast and efficient radio communication. The in-game HUD deliberately provides little information, you rely on communication to get the information you need from others. As a positive side effect you develop deeper relationships with your team members than in other games.

There are many **rules to effective radio communication**, some are listed here:

- Don't spam a radio channel with unnecessary information. Always keep it short.
- Use the appropriate radio channel to reach the right audience.
- Always treat your fellow teammates with respect. If you repeatedly mistreat other players you will get banned from the respective server.
- Communicate position and movement of enemies.
- Call out positions using the map grid. Call out directions using your compass.
- Use the radio to call for medics when you need them.

If you are **uncomfortable speaking English**, you have several options:

- Join servers that are hosted in your country or in your region. The playerbase is likely composed of more countrymen than on other servers.
- As player, join squads that include your country's name in their squad name.
- As squad leader you can include your country's name in your squad name – this shows other players what language is used in this squad and invites fellow countrymen.
- Nevertheless, other players are likely to address you in English, particularly if you are playing as squad leader. Almost inevitably you will get more used to and better at speaking English over time.

Shy to speak on radio communication? Don't worry. For all newcomers it will take some courage and getting used to to directly speak to other players. Good squad leaders will create a welcoming atmosphere in their squad. Make the first step by saying hello when you join a squad. Don't hesitate to say you are new to Squad or ask for specifically help or advice. When you get used to speaking, you will miss this kind of friendly and enjoyable communication in other games.

Read more about Squad's build-in voice channels in section "Voice and Radio Communication".

4.3 Team play

Team play is the most important aspect of Squad and greatly contributes to the satisfaction you gain from playing Squad. Moving and fighting as a coordinated and effective team takes online multiplayer to an entirely new level. Even when you lose a match, with good team play you still enjoyed the whole fight.

There are a million aspects that contribute to good team play. Some of the more important ones are listed here:

- Stick to your squad and listen to your squad leader. A squad is only effective if all squad members work together. **Lone wolfing** is frowned upon – don't do it. Many game mechanics in Squad rely on more than one player – you will not be able to complete game objectives alone.
- Squad leaders should coordinate with other squad leaders in order for the entire team to work together towards their objective and to support each other.
- Team play and communication go hand in hand. Use effective communication to enable team play.
- Play to utilize the role you have selected. As medic, stay in the background and heal others. Your squad's health is your main concern, not running towards the next objective.
- Show new players the ropes.
- Watch the backs of your squadmates. They watch yours.
- Everything you do, whether it is defending or attaching a position, building deployables or bases, etc should contribute towards the winning objectives of the game mode you are playing in and should be coordinated with your squad and the other squads. See section "Game Modes" to learn more about Squad's game modes.

For good team play, good leadership is essential.

4.4 Leadership

The role of squad leader is a vital part to good team play and lays the foundation for all other players to fully enjoy a match in Squad.

Squad leadership is very demanding on many levels. Therefore only experienced Squad players should take on this role. The best way to learn the ways of a squad leader is to watch and serve under a squad leader. Newcomers can also ask experienced squad leaders to temporarily assign this role to them in order for them to gain experience. If no experienced squad leader is around, newcomers can take on the squad leader role but should communicate to squad members that they are inexperienced and ask them for help.

Here are some basic guidelines for good squad leadership:

- For all squad leaders it is **mandatory** to have and use a microphone. Without microphone you are not able to perform your responsibilities as squad leader.
- Coordinate with other squad leaders which team follows which objectives. If all teams attack the next objective, the opponent will easily re-take your defense objective back.
- Regularly communicate the squad's current objective to your squad members. Update your squad on changing situations and relevant information from command radio.

- Regularly set RP for your squad members. Coordinate with other squad leaders to set FOBs. Learn more about these spawn points in section "Spawn points (SP)".
- Place **map markers** when appropriate (see section "Using the Map").
- Constantly **observe** and **evaluate** the match's progress, your team's and squad's situation. Based on this information, make strategic and tactical **decisions** for your squad and your entire team.
- Observe your squad members behaviour on the map and, if necessary, give direct orders to individual members.
- You may want to set **rules of engagement** for your squad. Sometimes it makes sense to hold your fire to surprise your enemy.
- Treat your squad members with respect and listen to them. Players only follow good leaders. If you mistreat your squad members, they will leave your squad.
- If squad members are misbehaving, speak to them. If they are unwilling to cooperate, kick them from your squad and, if necessary, report them to server admins.
- Make sure new players receive help and support.
- It helps if the squad leader remains calm regardless of the current battle situation.

4.5 Reporting misbehaving players

If some players behave in unacceptable ways in-game, e.g. use rude or racist language in chat or radio, team kill, cheat or deliberately destroy the enjoyment of other players in some other way, please report them. It is our aim to make Squad enjoyable for everyone.

There are multiple levels of escalations at your disposal:

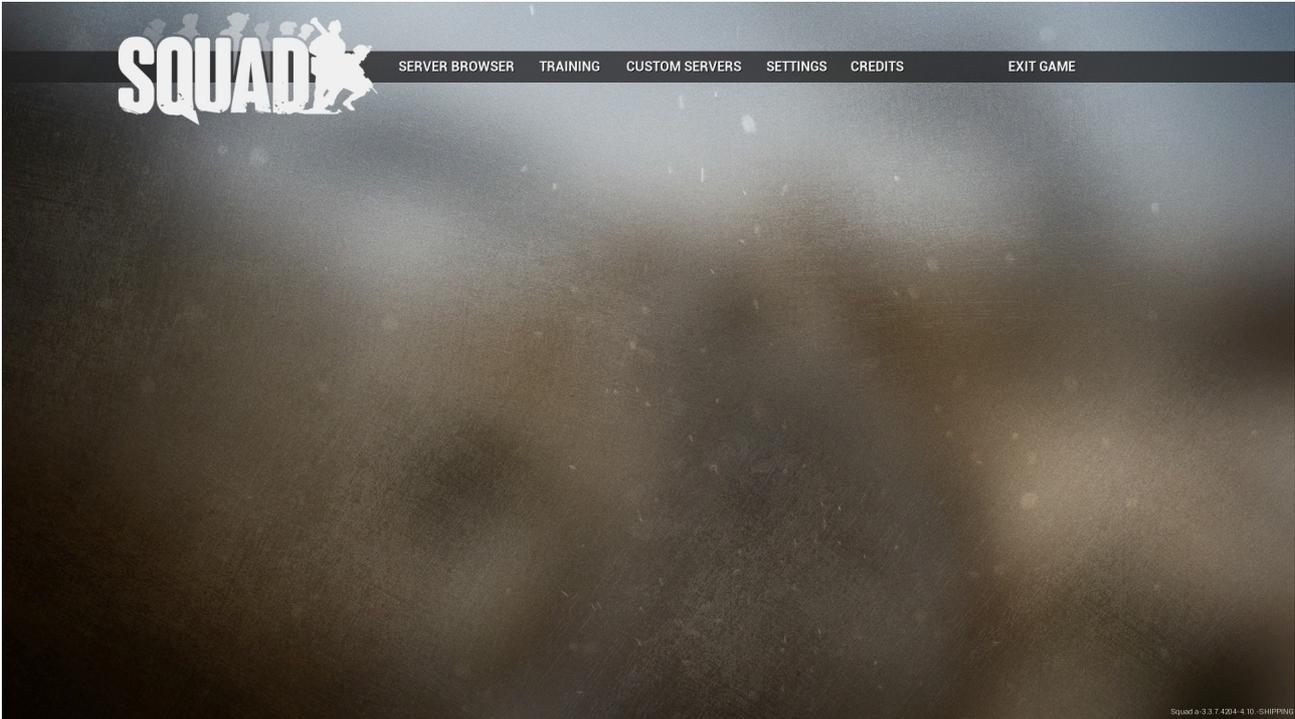
- If you have a misbehaving squadmate, tell your squad leader – he will speak to him and if necessary remove the player from your squad.
- You can send a text chat message to server admins – use the console command "ChatToAdmin" for this (see section "Console commands for players" for more information). If a server admin is present on your server, he is able to immediately kick the player from this server.
- If this player severely misbehaved, and maybe did so repeatedly, please post a new thread in this [subforum](#). Please read the [rules](#) first. We will directly take up matters with this player and if no cooperation is possible, this player will be permanently banned.

Please note that **this process applies to servers officially hosted by OWI**. If a server is hosted by a community, they might handle matters differently and according to different rules.

5. Chapter: How to play Squad

If you want to know in detail how to play Squad and understand all its features, this chapter will teach you all you need to know. You can also use this chapter as a reference guide and just jump to the sections you are interested in.

5.1 Main menu



When you start Squad 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.

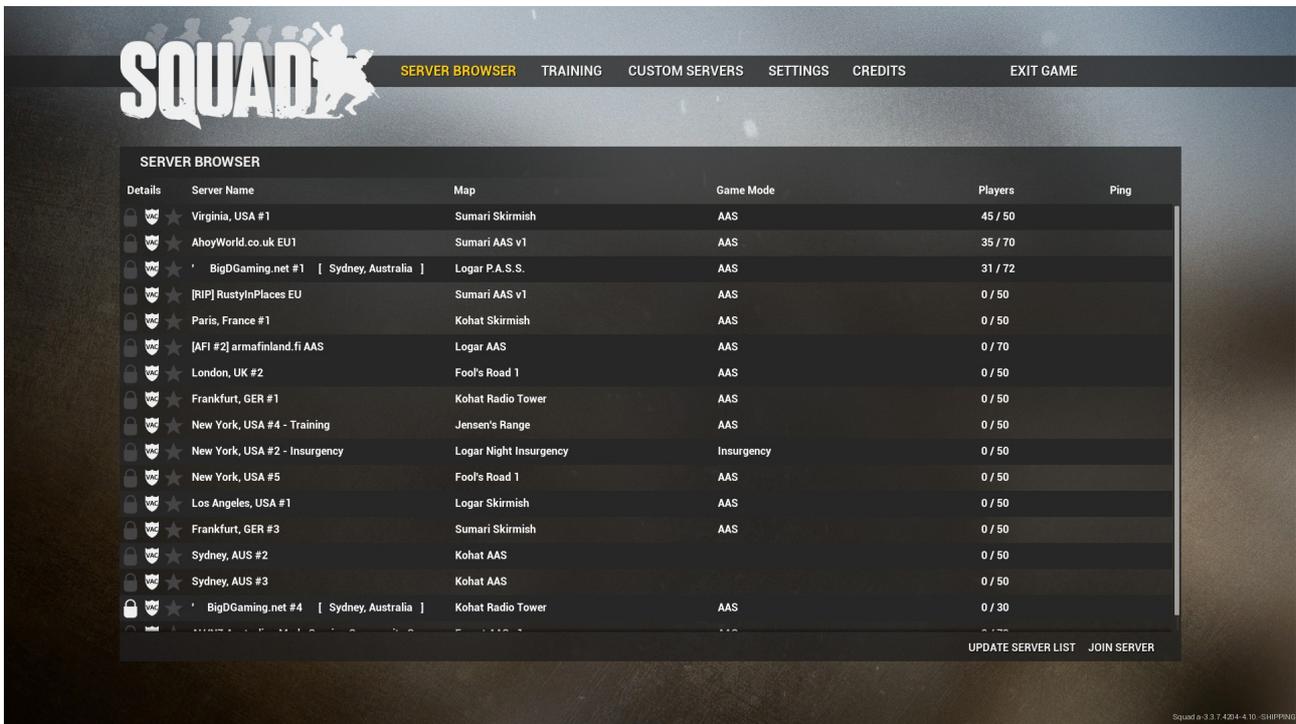
In the main menu you have the following choices:

- **Server browser:** Choose a server to join a multiplayer game – see section "Server Browser" for more information.
- **Training:** Starts a local practice mode of the game – see section "Training" for more information.
- **Customer servers:** Unlicensed, self hosted, and modded servers will be listed here. Not used at the moment.
- **Settings:** In the Settings menu you can set your options for the gameplay, video, sound and controls.
- **Credit:** Shows the list of the developers at OWI.
- **Exit game:** Exit Squad and go back to Windows.
- **Disconnect:** When you are in a game, click here to leave the game.

In the main menu's bottom right-hand corner you see the **build number** of Squad you are currently running. The build number is a 4-digit number. For example, the first build for the Closed Alpha

launch was 2566, one of the last builds in the Closed Alpha was 4226. With each new build, this number goes higher.

5.2 Server Browser



Click on Server Browser and click "Update Server List" to see which **servers** are online. Join a server by double-clicking it or by clicking "Join Server". If a server is full you cannot join it - refresh and wait until a slot becomes available or choose a different server.

The server browser shows you the following information:

- If a server is password protected, you will see a lock icon. When joining the server, you will have to enter the correct password to be able to join.
- VAC stands for Valve Anti-Cheat, a anti cheat software. Servers with this symbol have VAC enabled. Read more about it on [Steam](#) or [Wikipedia](#).
- Server name
- Current map (maps normally change after the end of a match)
- Current game mode (game modes may also change after the end of a match)
- Number of players on the server and maximum number of allowed players
- Pings are not shown in the server browser at the moment.

Dedicated servers are available. If you are interested in hosting a server for your clan or community, go to section "Dedicated Servers".

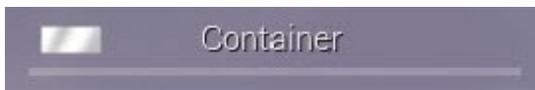
As a player, you can tell by the server name to which community a server belongs. **Official servers by OWI** have names consisting of the city and country they are hosted in and a number – e.g. "Frankfurt, GER #1". These servers are available in all regions of the world.

5.3 Control Point (CP)

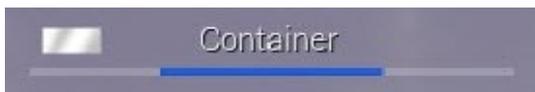
CP, often just called "flags", are control points on the map that players need to capture. A CP is a certain limited area of the battlefield, there is not an actual "flag" in the ground. The capping radius (or even shape) of a CP may differ for each CP on the map. CPs can be either neutral or belong 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 faster the CP is capped. If players from the opposite team are in the capping radius at the same time, players from the teams will cancel each other 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)"). The flag shows who owns the CP and a progress bar shows the current progress of capping or decapping. The widget also shows the name of the CP. The following examples illustrate the different states of CP widgets:



Neutral CP



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



CP owned by your team (US Army) – progress bar is completely filled and appears in blue.



CP owned by opposite team (Russian) – progress bar appears red

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 "Game Modes" for more information.

5.4 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)
- Forward Operating Base (FOB)
- Base Control Point (BCP)

5.4.1 Rally Point (RP)

RPs are **squad-specific** SPs. Each squad can have one rally point to spawn on. Other team members can not spawn on another squad's RP. Spawn times on RPs are longer than on FOBs. The purpose of RPs are to bring the squad back together after a firefight or to provide a spawn for players that just joined - they are not intended as permanent SPs.

The RP is placed by the squad leader (SL) by pressing T and selecting "Rally Point". However, the SL cannot deploy 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 in-game by a heap of backpacks.



RP of the US Army faction



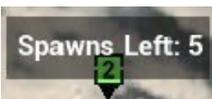
RP of the Insurgents, Russian and Militia factions

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 placed a RP (cool-down timer is reset to zero if the SL respawns). There are only 9 spawns available per RP, it will disappear when all spawns were used.



On the map the RP shows the **squad 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 spawns. 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.

5.4.2 Forward Operating Base (FOB)

The **entire team** can spawn on a FOB and deployables can only be placed inside the range of an FOB. Spawn times on FOBs are significantly shorter than on RPs.

FOBs are placed by the SL – see section "Building deployables" on how to do this. The SL cannot deploy a FOB alone – he needs two additional **team** members within 5-10m to place a FOB. You cannot place a new FOB within **400 meters** of another **friendly** FOB. In-game the FOB is represented by a radio – see section "List of deployable objects" for pictures.

Tip: Any team member from any squads can assist the SL in placing a FOB. Use local voice chat to call over nearby team members.

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 on 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-Button with shovel selected) – 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.

5.4.3 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 at any time

5.5 Factions

At the moment we have the following factions in Squad. Please note that these factions are still **work in progress!** Some of the player models and textures are placeholders.

5.5.1 US Army



The US Army is the largest branch of the US military and serves as the premier land based unit in the US. They are highly trained, well equipped, and dedicated to the safety and security of the United States and its interests. Having seen conflict for over a decade in Iraq and Afghanistan, the US Army is a very experienced combat unit that is ready to face any threat at home or abroad.

This faction is the first conventional army to be featured in Squad. Our military advisors are making sure that each role is equipped with the correct equipment.

5.5.2 Insurgents



Tired of constant invasions and occupations, these warriors have decided to take up arms and defend their homelands against the tyranny of outsiders. Having spent hundreds of years in conflict with outside nations and with little equipment or minimal funding, these highly trained group of fighters has become extremely skilled in the art of guerilla warfare. The insurgency will continue until all foreigners have been driven from their homelands, just as they have done for centuries.

This faction is the first generic insurgent faction to be featured in Squad. They are featured on Middle-Eastern style theatres against conventional factions.

5.5.3 Russian Ground Forces



After the collapse of the Soviet union the Ground Forces of the Russian Federation was born. Highly trained and extremely experienced, the Russian Ground Forces are tasked with the protection of state borders, the security of occupied territories, and combat on land. Due to the Cold War buildup by the Soviet Union, the Russian Federation maintains a large supply of older vehicles and military equipment that are still seen on the battlefield today.

This faction is the second conventional army to find its way into Squad.

5.5.4 Irregular Militia



Created by the people for the people, the militia was raised out of necessity to defend their lands and communities in support of larger operations conducted by their native governments military. Often, the militia is comprised of veterans of their country's military who pass down their training and experiences to the other citizen soldiers creating well trained units. Relatively well equipped, professional, and a strong will to defend their country, the militia are a guerilla unit that is a force to be reckoned with.

The Militia are the second generic rebel faction in Squad. They feature a wide variety of Eastern and Western weaponry and are featured on European-styled theatres.

5.6 Game Modes

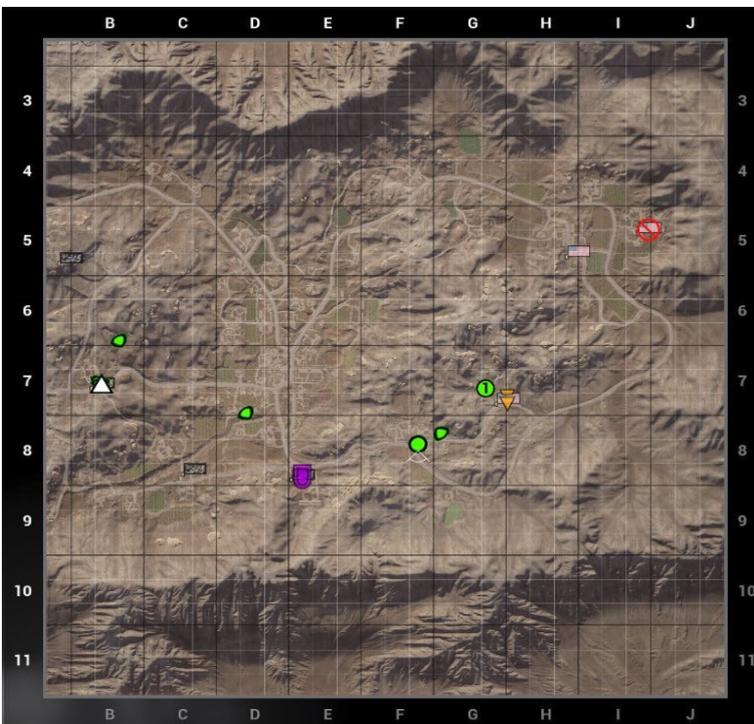
At the start of a new match, the name of the game mode appears at the top of your screen. This is useful because there is map rotation and game mode rotation after each match.

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 expires. This briefing time is used for the team to organize itself: Create and join squads, SLs to make up a strategy and discuss which squad is doing what and then communicating this to their squad members.

5.6.1 Training

This game mode will put you alone on a map in a local offline mode to fool 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 with a team (e.g. building a FOB and deployables), so you will not be able to try out everything.

5.6.2 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 be captured next.

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

5.6.3 Insurgency

Two Insurgent Weapons Caches spawn at the start of each round. The BLUFOR 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 in-game:

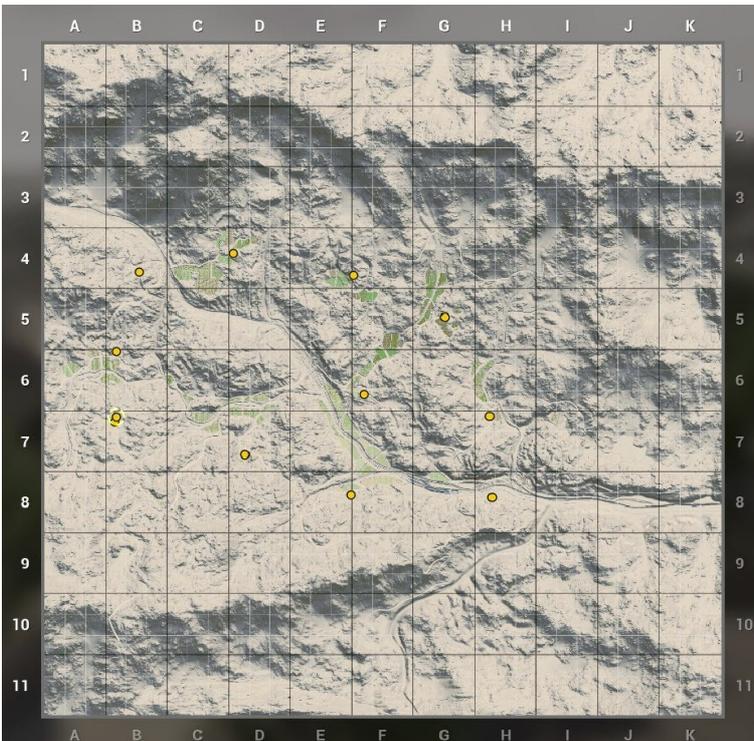


BLUFOR SLs **have an incendiary grenade to destroy the Caches**, the BLUFOR team needs to destroy a total of 5 Caches to win. The Insurgents must drain the BLUFOR team's tickets or wait out the clock to win – the clock is shown in the top right-hand corner below the tickets.

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 BLUFOR side will **not** see these on their map.



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



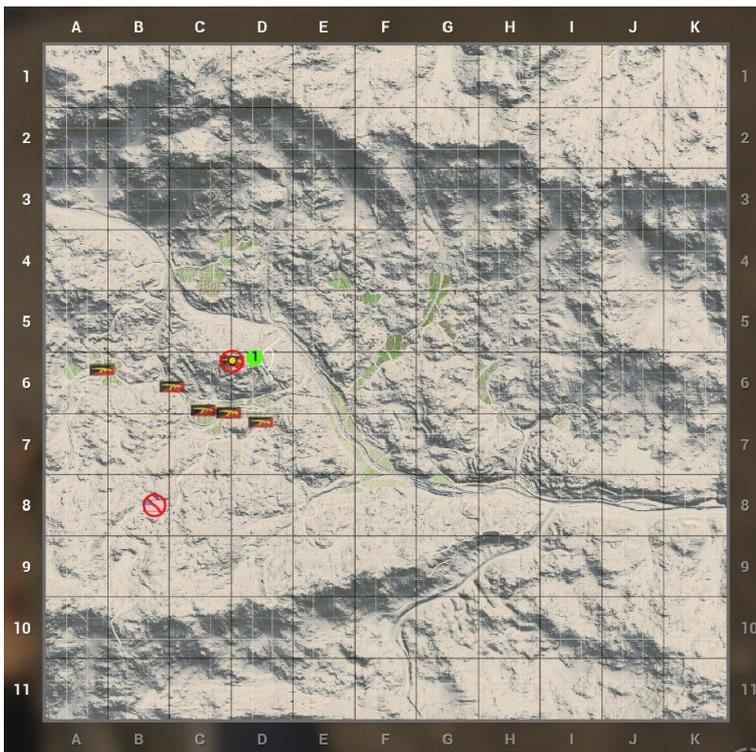
To the BLUFOR side, after they have killed enough Insurgents, this orange color marker will appear to indicate the area of a cache. Please note that this is not the exact location – you will have to scout the area around this marker to find the cache. Caches are often hidden in buildings.



A destroyed cache will look like this to all players.

5.6.4 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.

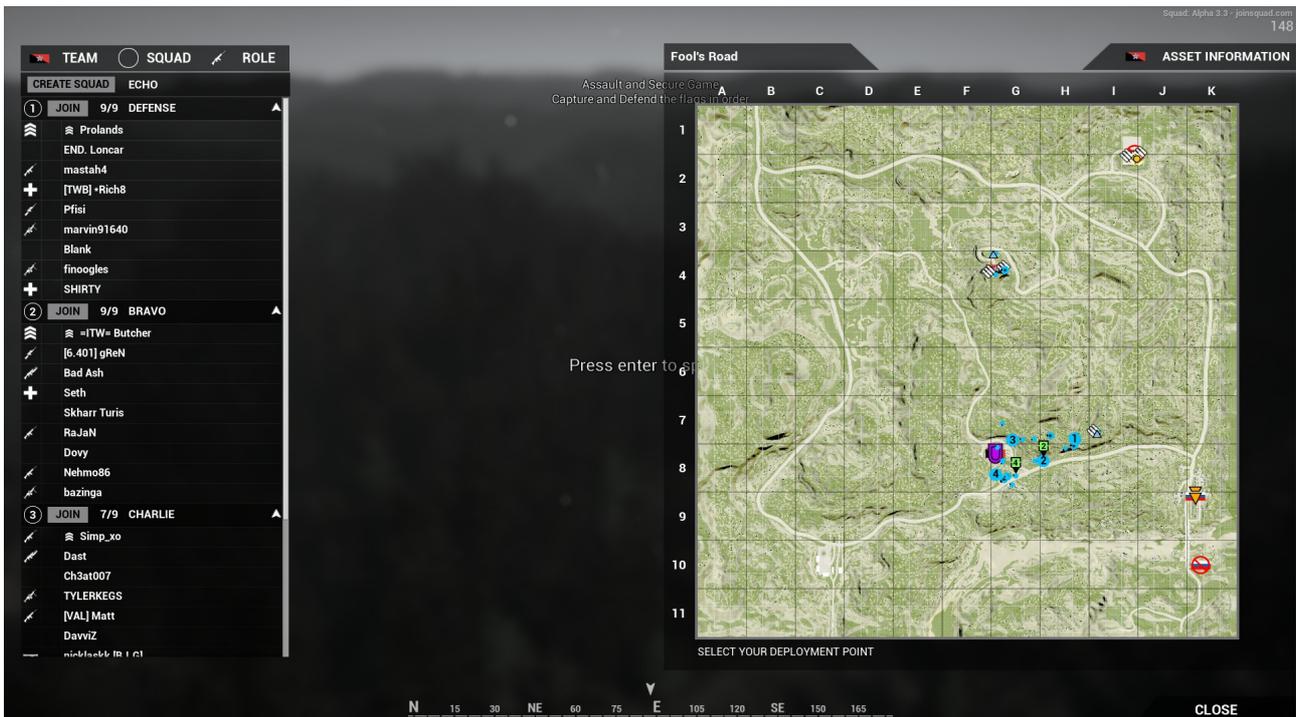


5.7 How to spawn / spawn screen

After you die or when you join a server or when a new match starts, you start on the so-called "death screen".



Now **press the Return/Enter** key on your keyboard to bring up the **spawn screen**. You can bring up the spawn screen also later at any time in the game, also while you are alive. You close the spawn screen by pressing Return again or by clicking the Left-Mouse-Button on the CLOSE tab at the bottom right-hand corner of the map. If the Return key is not working, use the mouse and click on the CLOSE tab.



To spawn, select the SP of your choice on the map to your right with the Left-Mouse-Button and hit Return on your keyboard again (or just double-click) – this will spawn you into the game. To de-select a SP, just click anywhere on the map.

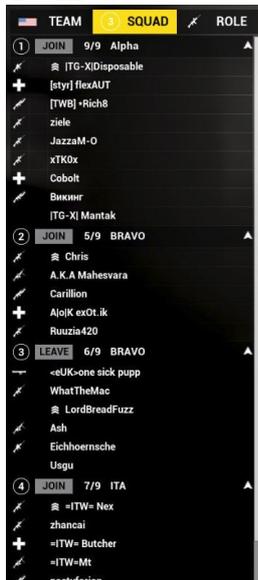
There might be several reasons that prevent you from spawning right away.

- You have not selected a SP on the map.
- After you previously died and depending on your selected spawn location, there may be a **spawn timer** at the bottom right-hand corner which needs to expire before you can spawn.
- In some game modes you cannot spawn within a certain period of time at the start of a new match – a **pre-round timer** will count down until you are allowed to spawn (see section "Game Modes").
- If you are currently in the **incapacitated state**, you need to click "GIVE UP" before you can respawn (see section "Health management"). It is highly recommended you wait for a medic to revive you instead of quickly giving up.

Make sure you have read about the different types of SP in section "Spawn points (SP)". It is also recommended to join an existing squad before spawning – this will provide you more spawn options.

The spawn screen is a very important tool for you which you will use often in-game. So lets explain its different parts and functions in more detail.

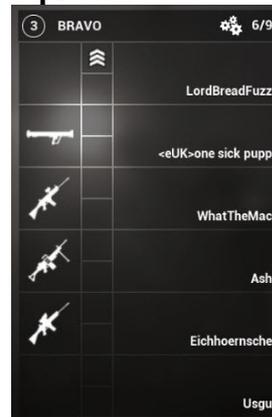
Team tab



Role tab



Squad tab



Map



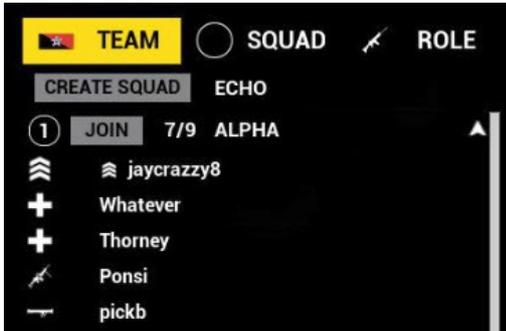
Here is what you do with the different tabs:

- In the **Team tab** you can choose which team you want to play for (see section "Choosing a team"). You can also join, create or leave a squad in your team (see section "Joining, creating and managing a Squad").
- In the **Role tab** you select a role/kit (see section "Selecting a role/kit").
- In the **Squad tab** appears only if you are part of a squad. The SL uses this tab to manage his squad (see section "Joining, creating and managing a Squad").
- The **map** is used to spawn and see an overview of the battlefield situation. For more information see section "Using the Map".

5.8 Choosing a team

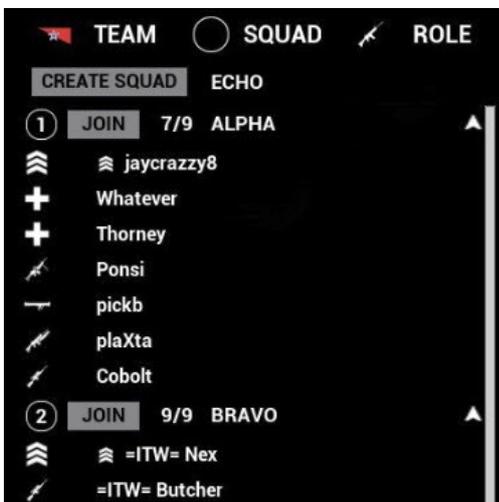
When you join a match, you will be auto-assigned to one team, depending on the player spread on the server. You can identify the team you are on by the flag symbol in the top left-hand corner of the spawn screen in the **Team tab**.

Click on "Team" to switch the team. However, be aware that auto-balancing might prevent you from switching teams if it would make the player count on one teams too unbalanced. You can switch teams any time in the match. If you are currently alive, you will automatically suicide when switching teams.



5.9 Joining, creating and managing a Squad

In the **Team tab** of the spawn screen you can choose to join an existing squad or create a new squad. If you click on the arrow symbol next to the squad's name, you can collapse/expand its squad member list.



To **join** an existing squad, click on the "JOIN" button of the squad you want to join. 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. Note that you can leave and join squads at any time, you do not need to be dead. When you leave a squad, you will lose your role/kit.

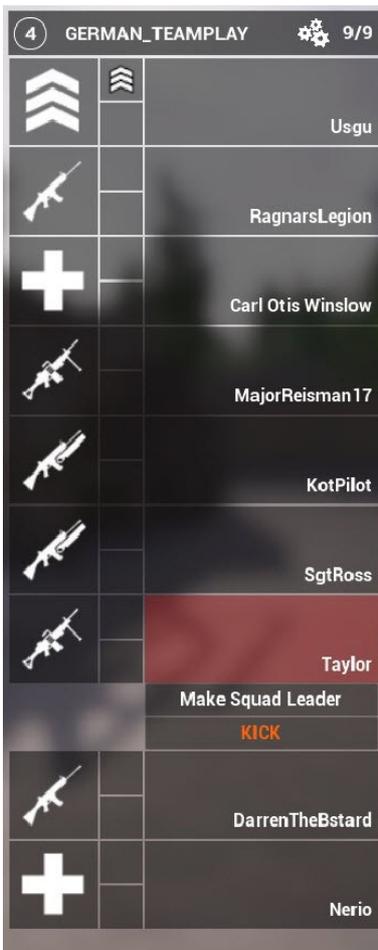
To **create** a new squad, click the "CREATE SQUAD" button. This will create a new squad with an automatically assigned **squad name**. You can edit this default name before you create the squad. If you enter your own squad name, please choose a useful name. For example specify the role you intend to fulfill (e.g. "defense" to indicate you will be defending CPs) or the composition of your

team (e.g. "GER_Team" to indicate 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.

Besides a name, all squads are assigned a sequential **squad number**. The first squad receives "one", the second squad is "two", etc.

If the SL leaves a squad the person next in line will automatically become the SL. The sequence is determined by the order in which members joined the squad since its creation. The first person who joined the squad will be the next person in line when the original SL leaves. But it is recommended before leaving to discuss who could best take the leadership role and then directly assign the role to him.

The SL uses the **Squad tab** as a squad management tool.



You see an overview of all squad members and their roles/kits.

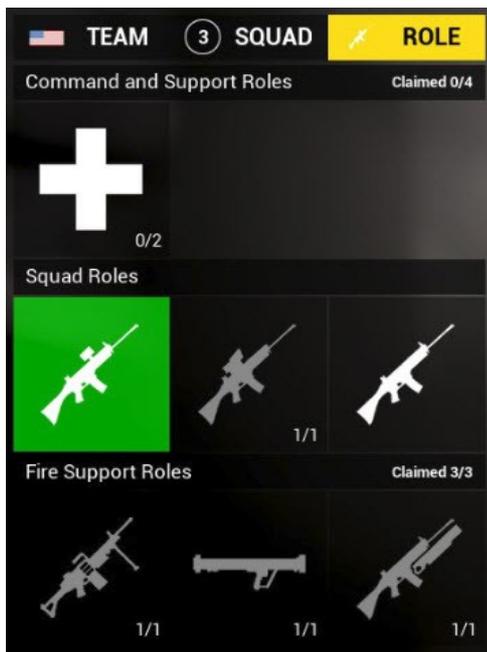
The SL can **pass the SL role** to another member in this squad.

The SL can **kick members** from his squad.

To either kick or make someone SL, you need to select their name first.

5.10 Selecting a role/kit

In the **Role tab** of the spawn screen you can choose different roles/kit (in other games these are often called "classes"). The role will influence which weapons, equipment and abilities you will have. Also, the configuration for each role will be different for each faction.



Tip: If you mouse-over the symbols in the Role tab, you will see a **tooltip** with details about each role.

The following roles exist at the moment:

- **Squad Leader/Cell Leader/Group leader:** Leader of a 9-men squad.
- **Rifleman/Fighter:** Standard infantry man equipped with an assault rifle.
- **Automatic Rifleman:** Equipped with a light machine gun.
- **Medic:** Equipped with a medical supplies to heal and revive players.
- **Grenadier:** Equipped with grenade launcher.
- **Light Anti-Tank:** Equipped with rocket launcher.
- **Marksman:** Equipped with a sniper rifle.

Not all roles are available at all times. The following **role restrictions** may apply:

- If you don't **belong to a squad**, you only have access to the most basic roles.
- Some roles are **limited** for a squad. For example "0/1" means only one member can take this role and currently nobody has taken it yet. Once the limit of the role has been reached, you can no longer claim this role.
- Recently a **kit limitation system** was added to Squad. In short, this will make more or less kits available to a squad depending on different parameters such as squad and team strength and other factors. Read all about it in this [post](#).

You can **change** to available roles in the spawn menu before you spawn or while you are dead. If you want to change your role while you are alive, you have to find a ammo crate – when using a ammo crate you can also change to another role (see section "Resupplying ammo").

5.11 Movement and stamina

You move with the usual keys WASD. 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 noise to nearby enemies.

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. However, when you walk in crouch stance, you will not regain stamina.



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").

5.12 HUD (Head-Up-Display)

The in-game HUD has been kept minimalistic as a design choice.



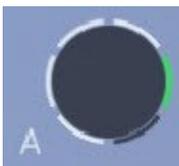
You always see on screen:

- The **ammo widget** provides multiple information for your selected weapon ► far bottom right corner
 - The **Ammo circle** illustrates your current magazine status. However, please note there is one **exception** for the **M249 SAW** – as it is an open bolt gun and does not store rounds in a chamber, the symbol in the center of the circle is **always** empty for the M249.



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. You have a round loaded in the chamber.

Your fire mode is S for "Single fire".



You have four spare magazines and one empty magazine in your weapon ("loaded chamber" icon is gone). You have no round loaded in the chamber.

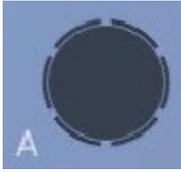
Your fire mode is A for "Automatic".



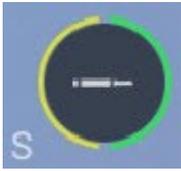
You are down to one spare magazine and one in your weapon. The yellow color makes you aware you only have one spare magazine left.



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

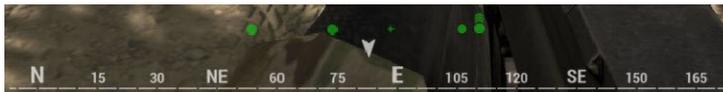


You are out of magazines and rounds. Totally empty.



The circle will adjust the number of segments it shows depending on the 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.

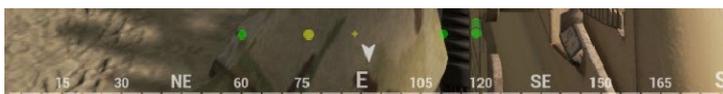
- **Loaded Chamber** – an icon in shape of a rifle round indicates whether or not a round is in the weapon's chamber. The icon disappears if the chamber (and your current magazine) is empty – if the icon is gone it means you need to reload ► inside ammo circle.
- **Fire mode** - depending on the weapon,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



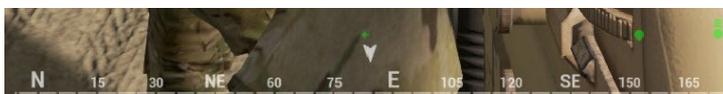
Small circles show more distant members, larger circle show closer members. The SL is shown with the "Sergeant" rank symbol.



As medic, you will see squad members in the incapacitated state in **red**. This will aid you in finding those comrades 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.

- 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 ► top, right-hand corner
- **Map** - see section "Using the Map" for more information ► right half side of screen
- **Spawn screen** - see section "How to spawn / spawn screen" for more information ► full screen
- **In-game text chat** - see section "In-game text chat" on more information ► top left
- **Administrator text chat** - see section "In-game 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

5.13 Using the Map

The map gives you an overview of the terrain, the position of your team and squad members and the game's objectives.

Tip: Using the map to helps greatly to distinguish 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 in-game, press M to bring up the map. Press N to cycle through **zoom** levels of the map. While the map is up, you can fully control your in-game character. Please note that the spawn screen provides similar functionality as the map but also allows you to use your mouse on the map – see section "How to spawn / spawn screen".

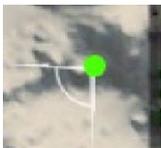
Tip: Bring up the **map legend** by mouse-over on the question mark on the right edge of the map.

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. "Asset information" does not yet have any function at the moment. Eventually it will display the vehicles available to your team on this round.

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.



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



Other green dots belong to your **squad**. A directional black dot at the radius of their circles will indicate the direction these players are facing.

The largest dot with a number in it, is your **SL**. The number is the **squad number** – for more information see section "Joining, creating and managing a Squad".

The slightly bigger dot with a black dot in the center is a **medic**.



Dots in the color blue are **team** members from other squads.



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

Please note that the mouse can only be moved on the map of the spawn screen.



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 "Game Modes" 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".

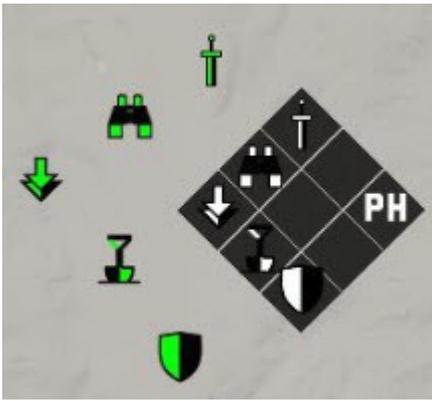


Ammo crates are shown on the map with this icon.

SLs can place **map marks** on the the map for the entire team to see. The following types of markers exist:

- **Objective markers** (green)
- **Enemy position markers** (red)

To place a marker, open the spawn screen (see section "How to spawn / spawn screen"), click the Right-Mouse-Button at the location on the map where you want to place a marker, then select the marker you want to place (mouse-over "PH" to show the enemy position markers). Markers will remain visible on the map for 90 seconds. Once placed you cannot remove a marker.



Objective markers

(anticlockwise)

Attach this location

Scout/observe this location

Waypoint - move to this location

Build at this location

Defend this location

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



Enemy position markers

(clockwise)

Infantry units:

Automatic rifleman

Sniper

Light Anti-Tank

Heavy Anti-Tank (not in the game yet)

As we don't have vehicles in the game yet, we can ignore the **armored vehicle** markers for now.

Enemy FOB

5.14 Weapons and equipment

5.14.1 Selecting weapons and equipment

You select a weapon or equipment with the number keys 1 to 0 or your mouse-wheel. When you press such key or move the mouse-wheel 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**, such as assault rifles, machine guns, sniper rifles
- **(2) Secondary weapon**, such as pistols
- **(3) Explosives**, such as incendiary and frag grenades
- **(4) Smoke**, such as signal and smoke grenades
- **(5) Medical supplies**, such as field dressings and first aid kit
- **(6) Special equipment**, such as binoculars and shovel

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 shown as greyed-out in the inventory HUD.

5.14.2 Handling weapons and equipment

Fire your gun with the Left-Mouse-Button. Aim down the sight of your weapon with the Right-Mouse-Button to drastically increase your accuracy. While in aim down sight, hold Left-Shift to temporarily hold your breath in order to stabilize your weapon and zoom in (not possible with pistols, scopes, grenades). Change the 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 behave differently depending on your stance. For example, weapons with bipod have vastly reduced sway or recoil when prone.

There is no melee attack at the moment.

Throw grenades in a high arc (overhand) with the Left-Mouse-Button, roll grenades in a low arc (underhand) with the Right-Mouse-Button. 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-Button. Put away the binocular by hitting the Right-Mouse-Button again.

Use the shovel by holding down the Left-Mouse-Button. See more in section "Deployable objects".

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

5.14.3 Resupplying 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 click the Left-Mouse-Button.

Ammo crates can be placed by a SL near FOBs (see section "Building deployables"). You will also

always find ammo crates in your BCP. Ammo crates are also shown on the map (see section "Using the Map").

Besides resupplying, you can also change your role at an ammo crate – see section "Selecting a role/kit".



5.14.4 Suppression

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

5.15 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 or 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 immediately lead 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 heart beat. You are losing health at -5 HP per second. Bleeding out will eventually lead to the incapacitated state. Bleeding is stopped by the application of a field dressing. This can be done by yourself, others (non-medics) or medic.
- **Incapacitated** – either through damage or bleeding out, your player reached the incapacitated state. When going into this state, you player will scream out in agony – this is heard by other players, including the opposing 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, your player will let out a death scream – this is heard by other players, including the opposing team.

Medics can perform the following functions (bandaging can also be performed by all players):

- **Heal wounds of other players** by stepping up to and aiming at them and then holding the **Left-Mouse-Button** with the medic bag until they are fully healed. You will hear a sound effect during healing. During 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.



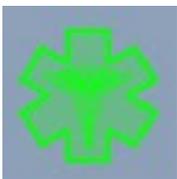
Medics see this icon over team players that are wounded. The inner symbols shows they need healing, the outer circle indicated their current health level. When healing is applied, the circle fills up.



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 your own wounds** by holding the **Right-Mouse-Button** until you are fully healed.
- **Bandage bleeding other players** by selecting your field dressing, walk up to the player and apply it to him with the **Left-Mouse-Button**. You will hear a sound effect during bandaging. **All players** can also apply bandages to **oneself** with the **Right-Mouse-Button**.



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 circle 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 the Left-Mouse-Button. 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 player back to full health with the medic bag.
 - **Important hint:** a player that has been revived, will instantly die for the next two minutes when his health reaches zero again – he will not go into the incapacitated state again. After two minutes expired without being severely wounded, his health is normal again.
 - **Tip:** Even though normal players cannot revive incapacitated players, they still can stop their bleeding and extend the time they will hold out until a medic arrives.

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

5.16 Communication

5.16.1 Voice and Radio Communication

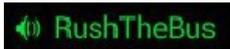
Squad includes in-game voice communication (based on [Mumble](#)). On public servers please use these build-in communication channels instead of TeamSpeak or other third party tools so all members in your squad and team benefit from your communication. The audio quality in Mumble is excellent.

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 **dark red**): 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 "Main menu".

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

<http://forums.join squad.com/topic/3460-calling-directions/>

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

5.16.2 In-game text chat

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

- **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 or when there is already too much talking going on over 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**: in-game text chat written by server administrators/moderators to all players. This will appear on the top of the screen centered and be titled "BROADCAST".

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 sent, i.e. [Squad], [Team], or [All]

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

5.17 Abilities

You open up your abilities menu by pressing T. At the moment only the SL has the following

abilities:

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

5.18 Deployable objects

5.18.1 Building deployables



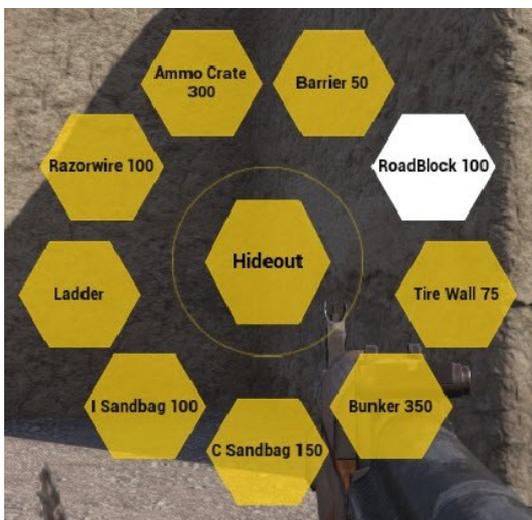
Deployables allow you to change the tactical situation anywhere on the map, as long you are in range of an FOB. However, make no mistake, deployables make only sense if they help your team towards victory. FOBs are designed to support your team in achieving the gameplay objectives by providing respawn, resupply and cover. When the team's energy is directed towards building "Super-FOBs" at the expense of the actual gameplay objectives, your team will suffer the consequences and most likely lose the round.

Only the SL is able to build deployable objects. But he also needs to choose the role Squad Leader/Cell Leader/Group 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 built, the SL needs 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 Squad Leader/Cell Leader/Group 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 desired object and see its supply costs required 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 accumulated, the SL can build deployables within a 50m radius of the radio/hideout. Open up the deployables menu and choose the object with the mouse and click the Left-Mouse-Button 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. Click the Left-Mouse-Button to set down the object when it is shown in green, click the Right-Mouse-Button to cancel the build.

Tip: If you click the Left-Mouse-Button while you see 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, construction stakes appear at its location and team members need to start the construction by using their shovels. Stand near the stakes and aim at them, then hold the Left-Mouse-Button 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 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 on top 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. Construction stakes/foundation 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.



5.18.2 Destroying deployables

You can use your shovel by holding down the Left-Mouse-Button on enemy deployables to deconstruct/destroy them.

5.18.3 List of deployable objects

Below you see all the available deployables.

Radio

Costs: 0

Factions: US Army, Russian

Allows team spawning and construction of deployables (also see section "Forward Operating Base (FOB)").



Hideout

Costs: 0

Factions: Insurgents, Militia

Allows team spawning and construction of deployables (also see section "Forward Operating Base (FOB)").



Ammo Crate

Costs: 300

Factions: US Army

Allows resupplying and changing of kits (also see sections "Resupplying ammo" and "Selecting a role/kit").



Ammo Crate

Costs: 300

Factions: Insurgents, Militia

Allows resupplying and changing of kits (also see sections "Resupplying ammo" and "Selecting a role/kit").



Ammo Crate

Costs: 300

Factions: Russian

Allows resupplying and changing of kits (also see sections "Resupplying ammo" and "Selecting a role/kit").



I Sandbags

Costs: 100

Factions: US Army, Russian, Militia

Provides cover.



C Sandbags

Costs: 150

Factions: US Army, Russian, Militia

Provides cover.



RoadBlock

Costs: 100

Factions: US Army, Russian

Provides cover and blocks roads.



Barrier

Costs: 50

Factions: Insurgents, Militia

Provides cover and blocks roads.



Tire wall

Costs: 100

Factions: Insurgents, Militia

Provides cover and blocks roads.

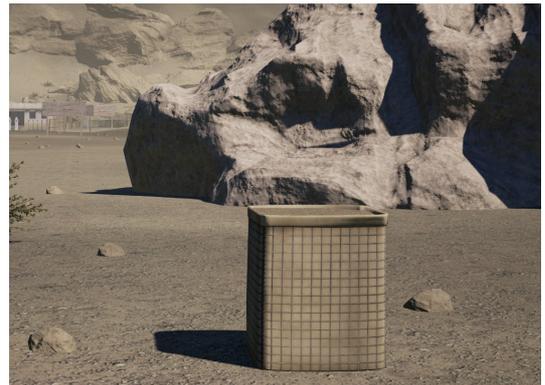


Hesco

Costs: 100

Factions: US Army, Russian (in green color)

Provide cover, flexible building block.

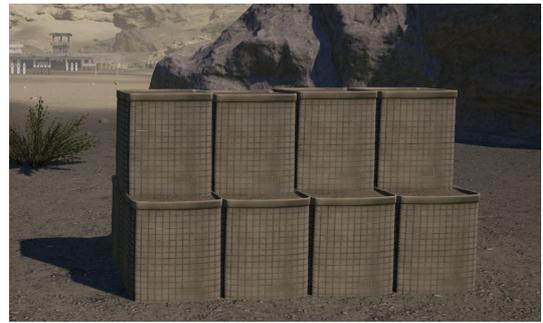


Hesco Wall

Costs: 500

Factions: US Army, Russian (in green color)

Provide cover and hightend platform.



Bunker

Costs: 500

Factions: US Army, Russian (in green color)

Provide cover.



Bunker

Costs: 500

Factions: Militia

Provide cover.



Razorwire

Costs: 100

Factions: US Army, Russian, Militia

Creates damage when walked through. This affects your own team just as much as your opposing team.



Ladder

Costs: 200

Factions: US Army, Russian, Insurgents, Militia

Allows climbing/peering over obstacles.



5.19 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 a set 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, they have lost the match.

You cannot see the opposite team's ticket count.

5.20 Scores

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

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

		Score	Ping			Score	Ping
United States Army	25 Players	9,556	144	Insurgent Forces	25 Players	14,672	153
1 - ALPHA		7,096	136	[GCA]JimboSmith		1,945	100
[SL] tomabova18		1,208	180	Fetty Wap's good eye		1,876	292
Dinj™		1,147	92	Spy_Harder		1,758	100
LtDanUSAFX3		1,007	212	Furryjack		1,477	116
some_fruitcake		891	260	killfrenzy9		1,430	76
Li-ability		801	96	Garack		1,289	140
[RIP] wintski		640	120	Tachyon		1,099	96
Bearded Crusader		476	100	Deme		948	232
Ren^		475	96	IronMole		509	76
AlmaRr™		451	72	Disco		440	160
2 - BRAVO		117	164	revolverheld		430	96
[SL] 「 lolied 」		117	164	LsK		373	76
3 - BLACK SERPENT		1,614	165	coondo		320	108
BATTLEHAMSTER		955	180	SCE_Speaker		269	224
Rick Sanchez		301	228	Gaddafi		146	176
Ben88		132	188	[C12]N1L_aT		139	228
[RIP]Gurman		50	96	soy		131	228
[SL] Melbo		49	100	fredson		90	132
Aitor		49	156	dunadan		8	152
Usgu		42	173	Endgame		0	100
Phalanx		20	132	Glendale88		0	188
CW WhiskeyDiablo		16	240	Saddam		0	156
4 - FRENCH SQUAD		723	108	[RS] Neo		0	348
[SL] Konorr		378	88	LuziferC12		-1	124
BaByLoN-MaDMaN[S.O.]		209	92	team_00ach		-4	104
DER70DENGEL		137	96				
=MUP= Iarmer		0	96				
cG.fu		-1	168				
5 - ECHO		6	176				
[SL] sadekin		6	176				
Unassigned		0	0				

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

Your team lost by 2 tickets
New match begins in 27 secs

United States Army					Insurgent Forces				
Score	Kills	Deaths	Ping	Score	Kills	Deaths	Ping		
29,897	196	234	157	19,098	203	161	212		
1 - ALPHA				19,945					
[SL] tomabova18	3,335	7	11	[GCA]JimboSmith	3,638	5	17		
[RIP] wintski	3,019	9	10	Fetty Wap's good eye	2,428	44	16		
some_fruitcake	2,780	3	13	Deme	1,842	14	12		
Li-ability	2,302	1	9	Disco	1,814	2	8		
LiDanUSAFX3	2,247	19	12	Garack	1,803	21	18		
AlmaRi™	2,033	12	10	Furryjack	1,798	6	8		
Bearded Crusader	1,761	6	8	killfrenzy9	1,734	18	14		
Dinj™	1,546	0	4	Gaddafi	1,079	12	13		
Ren*	932	2	10	revolverheld	651	25	14		
2 - BRAVO				615					
[SL] [U][U] PineApple	363	1	4	coondo	478	8	10		
Prt.Hendry	252	3	1	LuiziferG12	426	0	4		
3 - BLACK SERPENT				4,489					
BATTLEHAMSTER	956	14	16	[CT2]N1L_aT	353	1	5		
Usqu	914	2	5	[Fat Bastard]	288	0	2		
[SL] Melbo	640	8	8	fredson	220	28	8		
Aitor	512	12	10	Dee Two	186	0	4		
[RIP]Surman	489	1	6	Xedos	159	0	1		
CW WhiskeyDiablo	366	8	12	Foxhound	108	0	1		
Ben88	355	28	13	Deadduck™	50	0	0		
Phalanx	138	6	8	[RS] Nec	30	2	2		
Fantomas	119	2	3	Endgame	14	17	3		
4 - FRENCH SQUAD				4,778					
BaByLoN-MaDMaN[S.O.]	1,571	15	11	Nate	0	0	0		
cG.fu	1,307	14	7	[2RIMa]-TypeX	0	0	0		
[SL] DER TODENGEL	1,265	11	16	Saddam	0	0	0		
Spenty	635	2	7	Beary Handsome	0	0	0		
5 - ECHO				70					
[SL] sadekin	70	10	20	[SW] Yngvaldr	-1	0	1		
Unassigned				0					

The scoring is not final yet and is changed often. Therefore we will not provide exact scores in the manual at this point in time. Also, the score will not determine the result of a match but only gives an performance indication for individuals, squads and the teams. The following guidelines will help you to score and do well in Squad:

You earn points for:

- Killing an enemy player
- Reviving or healing a team player
- Capping a CP
- Decapping an enemy FOB
- Destroying an enemy RP
- Shovel to construct deployables at an FOB
- ...

You lose points for:

- Dying
- Team kill
- Suicide
-

5.21 Console commands for players

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 in-game text chat and erase the text chat command – now you can use the console normally.

- "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)"
- "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)"
- **ShowPlayerIds (Show player ids with associated player name)**
- "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)". Suicide will incur a penalty respawn time

6. Chapter: Troubleshooting & FAQ

In this chapter you will find hints to the common problems and frequently asked questions related to Squad. The format is: **Q = question, A = answer**

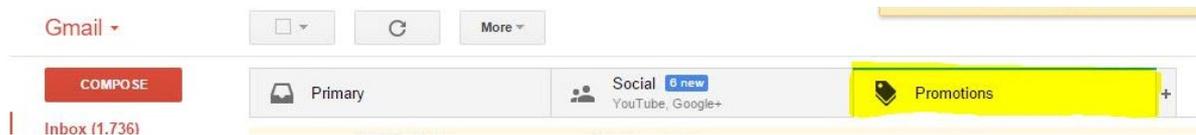
Please see the **official FAQs** [here](#) and [here](#).

6.1 Getting Squad

Q: I am a Kickstarter backer or pre-purchaser but I have not received my Steam key. What should I do?

A: Please go through the following checklist:

1. Please check 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 to.
2. Please also check the SPAM folder of this email account.
3. If you use Google Mail, please also check the Promotions tab in your inbox.

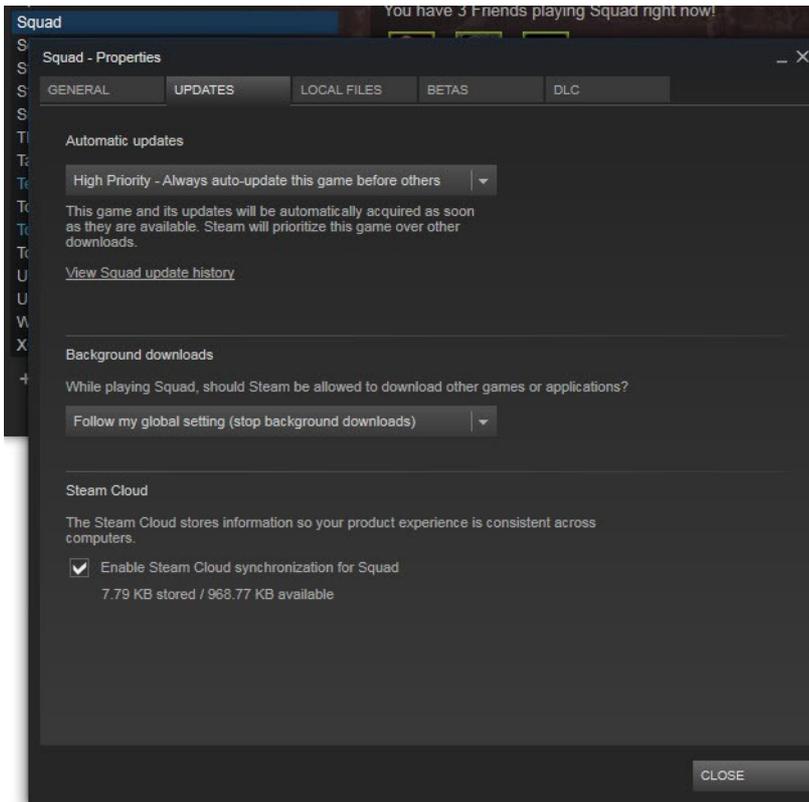


4. Please search your entire email folders for an email from "support@joinsquad.com".
5. If you still haven't found the email with your key, please send an email to support@joinsquad.com with a copy/screenshot of your purchase confirmation.

6.2 Playing Squad

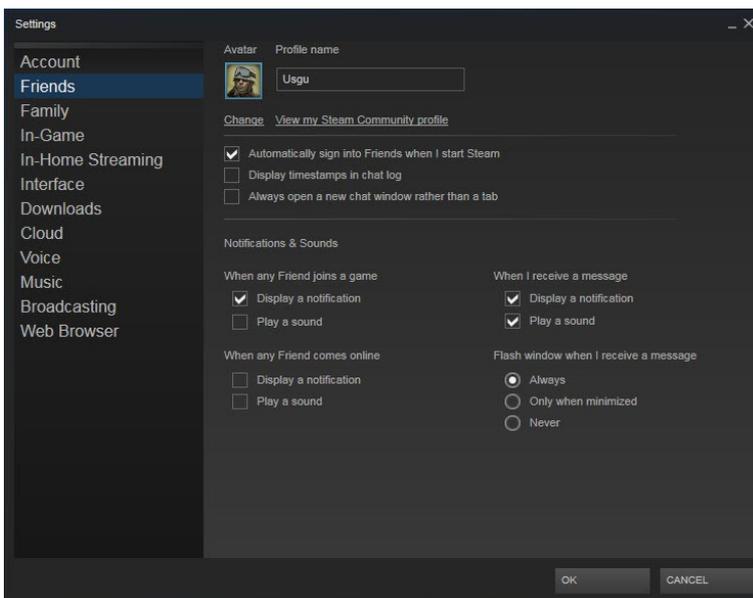
Q: I don't see any servers in the server browser?

A: Chances are there was a update of Squad your Steam client hasn't downloaded yet – you are still running the previous version of Squad which is not compatible with the servers. If you want to make sure this does not happen, set the update priority of Squad in Steam as high. To do this, go to your Steam game library, click the Right-Mouse-Button on "Squad" in your games list, choose "Properties", go to the tab "Updates", under Automatic updates select "High Priority" and click "Close".



Q: I want to change my in-game player name. How can I do this?

A: Your in-game player name is your Steam profile name (see also "Names of Teamplayers" in section "HUD (Head-Up-Display)"). To change your Steam profile name, open Steam, click the menu "Steam" in the top, left-hand corner, choose "Settings" from this menu, go to tab "Friends". Here you can change your Steam profile name. Click "Ok" when you are done. You don't need to restart Squad for this change to take effect - next time you change the server, your new name will show.



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

A: See section "Main menu".

Q: There is a misbehaving player who is destroying the match for everyone. What can I do about him?

A: See section "Reporting misbehaving players".

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

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.

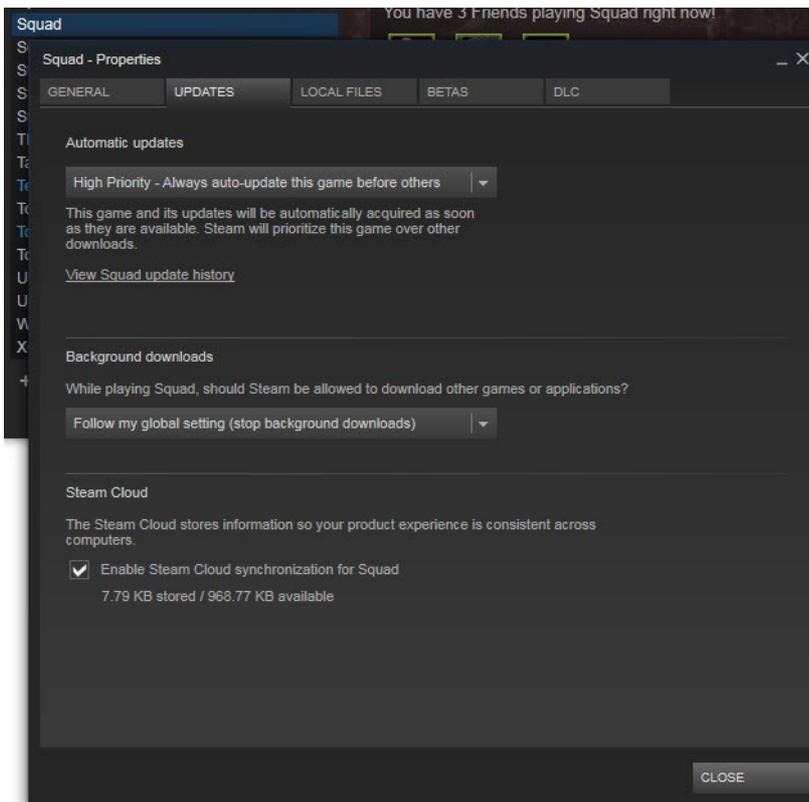
Q: All controls stop working! I cannot press any key on my keyboard, nothing happens.

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

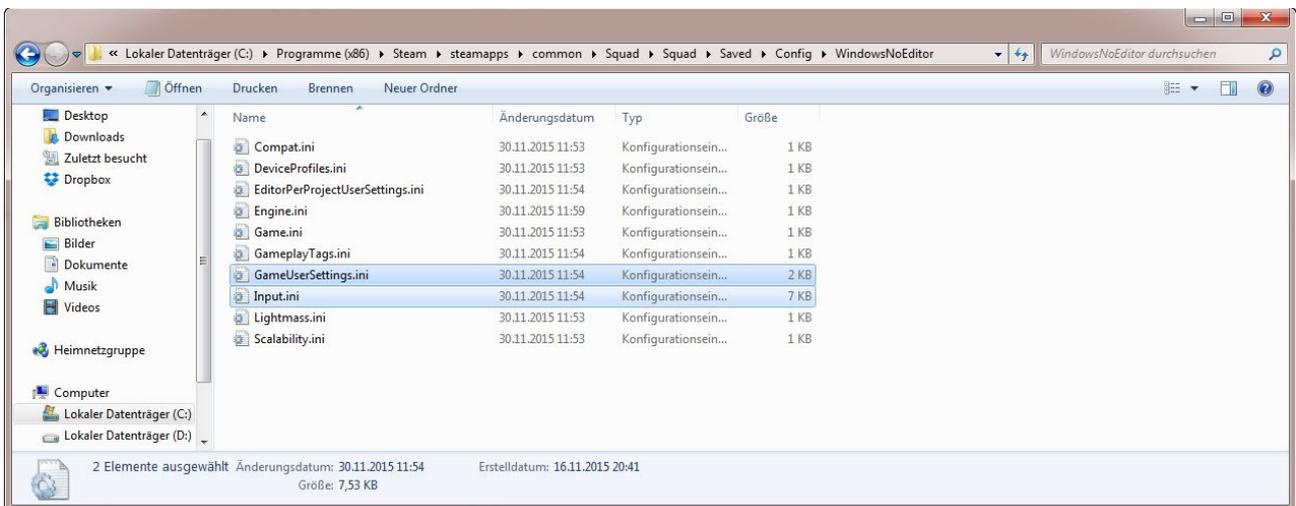
Q: I want to completely reset my keybindings and other game settings back to default settings. How can I do this?

A: There are several steps you have to take:

1) First you have to disable Steam Cloud. If you don't do this, it will automatically download your last ini file as soon as you deleted it. To temporarily disable Steam Cloud for Squad, go to your Steam game library, click the Right-Mouse-Button on "Squad" in your games list, choose "Properties", go to the tab "Updates". Uncheck "Enable Steam Cloud synchronization for Squad" and press "close".



2) Go to your Squad configuration folder: C:\Program Files (x86)\Steam\steamapps\common\Squad\Squad\Saved\Config\WindowsNoEditor



Delete the files "GameUserSettings.ini" and "Input.ini".

3) Start Squad – it will recreate the deleted ini files with default settings.

4) You can now enable the Steam Cloud again.

Q: How to take a screenshot in-game?

A: Press F12. Steam will take and store a screenshot in the Steam screenshot library.

6.3 Dedicated Servers

Dedicated servers are available now. If you are interested in running a server for your community, please see the following subforums for more information:

<http://forums.joinsquad.com/forum/38-squad-sa-private-forums/>

<http://forums.joinsquad.com/forum/43-all-pre-alpha-servers/>

<http://forums.joinsquad.com/forum/22-clan-recruitment-server-information/>

If you have special questions, contact the developers **Spectral** or **Litoralis** via PM on the forums.

As a player, see section "Server Browser" for more information.

6.4 How to report bugs

Bugs are reported through this [form](#).

Squad Bug Report

*Required

CLOSED ALPHA

Build Number *
Your answer

Issue Summary *
Short description of the bug encountered.
Your answer

Severity *
Choose

Steps to Reproduce *
What actions do you think would reproduce the bug?
Your answer

Your Email so we can contact you about the issue, maybe collect your log and dump files (Optional)
Your answer

SUBMIT

See section "Main menu" on where to find your current build number.

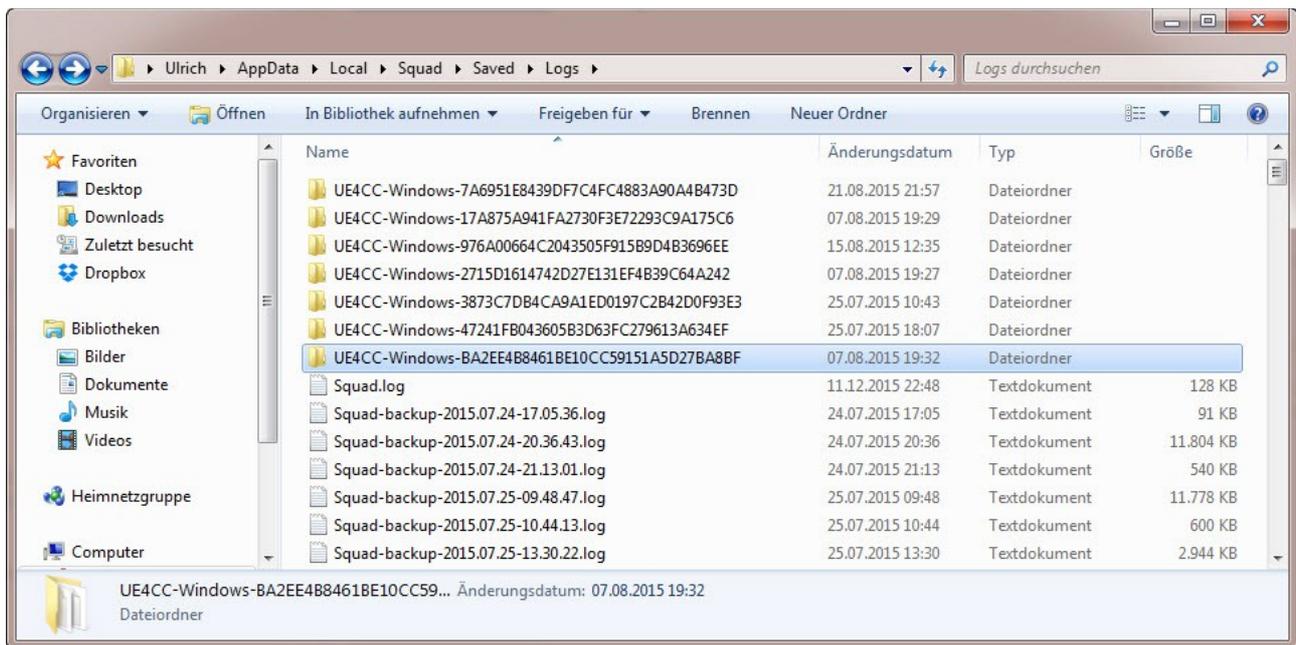
When entering information into this form, make sure to click above the lines and onto the prefilled text "Your answer" in order to get the cursor into the text field.

When you have provided all information, click "submit". Your information will be directly send to us.

You may be contacted by us and asked about **log files** or **dump files**. These files are saved in the

following folder:

C:\Users\YourWindowUserName\AppData\Local\Squad\Saved\Logs



If you don't see your "AppData" folder it is because it is a hidden folder. You have to enable Windows to show you hidden folders first. See this [post](#) on how to do this.

Once you found this folder, it will show you the current log file "Squad.log" and lots of backup log files. You will also see subfolders with funny names like "UE4CC-Windows-17A875A941FA2730F3E72293C9A175C6" – these are the dump file folders – one folder for each dump file. Please send us the log file and dump files with the appropriate date of the incident you have reported as a compressed zip file.

6.5 How to submit suggestions

If you have suggestions for Squad, we love to hear about them. There is a [subforum](#) for suggestions – before posting please read the [rules](#) first. Also, you should first browse the forum and use the forum search to see if your suggestion may already have been proposed.

7. Chapter: Appendix

7.1 Useful links

7.1.1 Official sites

- <http://joinsquad.com/> - Official homepage
- <http://store.steampowered.com/app/393380> – Official Early Access page on Steam
- <https://www.kickstarter.com/projects/offworldindustries/squad/description> – Original Kickstarter page of Squad – contains lots of information about Squad
- <http://joinsquad.com/faq> – Official FAQ
- <http://forums.joinsquad.com/> - Official community forums
- <http://www.youtube.com/user/JoinSquad> – Official YouTube channel
- <https://www.facebook.com/JoinSquad> - Official Facebook page
- <https://twitter.com/JoinSquad> – Official Twitter page
- <http://press.joinsquad.com/> - Official press information

7.1.2 Others

- https://en.wikipedia.org/wiki/Squad_%28video_game%29 – Squad on Wikipedia
- <https://www.reddit.com/r/joinsquad/> - Squad on reddit
- <http://www.twitch.tv/directory/game/Squad> – All live Twitch streams for Squad will show up here.
- <http://forums.joinsquad.com/forum/22-clan-recruitment/> - Official Squad subforum on clan recruiting
- <http://forums.joinsquad.com/topic/6720-list-of-active-clans-and-communities/> - List of active clans
- <http://squadleague.com/forums/index.php?/home/> - Squad League
- <http://joinsquad.ru/> - Russian Squad community
- <http://www.joinsquadbrasil.com.br/> - Brazilian Squad community

7.1.3 Steam Groups for Squad



Image source: IrOnTaXi [here](#)

There exist various Steam Groups for Squad – join today!

- <http://steamcommunity.com/groups/JoinSquad> – the **official Steam group** by OWI, lots of members! Official events are organized here sometimes.
- <http://steamcommunity.com/groups/SquadFranceOfficiel> – Steam group for French 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/squadturkiye> – Steam group for Turkish players
- http://steamcommunity.com/groups/Squad_latam – Steam group for Latin-American players
- <http://steamcommunity.com/groups/SquadAUNZ> – Steam group for Down Under players
- Tell us of other Steam groups and we will add them here.

7.2 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

FOB - Forward Operating Base

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

HP - Health Point

INS – Game mode "Insurgency"

OWI - Offworld Industries LLC

PH – Placeholder – content that will be finalized later

PR - Project Reality mod for Battlefield 2

RP - Rally Point

SL - Squad Leader

SP – Spawn Point

UE4 - Unreal Engine 4

7.3 Impressum

- Author and editor: Usgu
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