

Squad Leader Cheat Sheet

NEW GAME

- Squad Names: INF, LOGI, BACKCAP, MIC REQ, TEAMWORK, ARMOR, HELI, NO MARKSMAN
- Kits: Medic, HAT/LAT, Rifleman, AR, Grenadier, CE
- give FTL to squadmates (ask FTL to mark enemy positions on map)
- let squad/team know what you're planning to do

OBJECTIVES

- build FOBs, place rallies
- capture/defend flags
- find enemy FOBs
- supply FOBs (Logi runs)
- setup mortars

DO ALL THE TIME

- place a RALLY before engagements (50 ammo to rearm)
- check map often, mark enemy positions on map
- mark attack/defend order on map for fireteams
- relay enemy armor positions to all SL
- check if FOBs have enough ammo/build

COMMUNICATION w/SQUAD

- relay the overall strategy; give frequent updates
- give each fireteam a task (attack, defend, scout)
- tell team not to shoot from HAB/rally if possible unless we're leaving the place for good
- address people by name if you want their help
- ask squad for help (e.g. good fob placement)
- lone wolfs: ask to return to squad or kick

COMMUNICATION w/other SLs/Commander

- get APC/helo transport to objective
- coordinate an attack with other SLs
- request airstrike/artillery
- ask other squads if they need support/supplies

BUILD FOBs

- hide radio (indoors, in shrubs)
- place HAB 50+ meters away from radio
- place ammo box
- INS can build 2 HABs per radio

Build Points

- HAB 500 (100 INS)
- Ammo Box 100
- Mortar 300 (250 INS)
- Repair Station 500 (300 INS)