Squad Leader Cheat Sheet

NEW SQUAD
- Squad Names: INF, LOGI, BACKCAP, MIC REQ, TEAMWORK, HELI, ARMOR (use specific vic name like BRADLEY, BRDM; be aware of server rules, especially squad naming/vic claiming rules; keep an eye on what vics your squad tries to claim)
- Kits: Medic, HAT/LAT, Rifleman, AR, Grenadier, CE
- give FTL to squadmates (ask FTL to mark enemy positions on map)
- coordinate strategy with other SLs
- let squad know what the plan is

OBJECTIVES
- build FOBs (w/2+ exits per HAB; build 2-3 HABs *around* an objective), place rallys
- capture/defend flags
- find enemy FOBs
- supply FOBs (fill Logi with 600 increments of build points for each HAB you want to build, rest ammo; e.g. 1800 build for 3 HABs and 1200 ammo per Logi truck)
- setup mortars and tell squad to use mortar calculator (e.g. squadmc.ende.pro)

DO ALL THE TIME
- place a RALLY before engagements (rally can be picked up and moved; new rally cost 50 ammo; place rally away from HABs; INS can spawn on buddy rallies)
- check map; 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
- keep your squad in the loop on overall progress, strategy updates, enemy vics
- keep Logi's running and supplying/building FOBs; don't leave them unused in the field; share Logi with other SLs or RTB)
- PTFO

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. FOB placement)
- lone wolfs: ask to return to squad or kick

COMMUNICATION w/other SLs, Commander
- get APC/helo transport to objective
- coordinate attack with other SLs (flank)
- request airstrike/artillery
- ask other squads if they need support/supplies

BUILD FOBs
- hide radio indoors, protected by HAB/ammo box
- place HAB (2+ exits, easily accessible)
- place ammo box
- rotate deployables with arrow keys
- 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)