

Line Of Defense™

GAME MANUAL v1.2

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TECH SUPPORT

For tech support please go to our website at <http://lodgame.com/support/>

EPILEPSY WARNING

Some individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to these light patterns on television or monitor screens while playing computer games may induce an epileptic seizure in these individuals.

Certain conditions may also induce undetected epileptic symptoms in persons who have no prior history of epileptic seizures.

If you or anyone in your family has an epileptic condition, consult your doctor prior to playing this game.

If you experience any of the following while playing a computer game : dizziness, altered vision, eye twitches, muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, you must **IMMEDIATELY** discontinue playing the game and consult your doctor.

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1: GETTING STARTED

1.1 SYSTEM REQUIREMENTS

Minimum

Windows 10 (64-Bit) w/ all service packs
Intel Core i5-3570K @ 3.8 GHz / AMD FX-8310 @ 3.4 GHz
8GB RAM
nVidia GeForce GTX 708 / AMD Radeon RX 470 or better
DirectX compatible sound card
Broadband internet connection
15GB disk drive space

Recommended

Intel Core i7-3820 @ 3.6 GHz / AMD Ryzen 3-3200G @ 3.6 GHz
16GB RAM or higher
nVidia GeForce GTX 1060 / AMD Radeon R9

Optional

Microsoft Xbox One controller or DirectX compatible joystick

1.2 INSTALLATION

The game can only be downloaded and installed via the Steam client. You can download it directly from Steam by either searching the Steam client.

If you received a Steam code, please activate it as follows:

- Launch the Steam client software and log into your Steam account.
- Click the Games Menu.
- Choose Activate a Product on Steam...
- Follow the onscreen instructions to complete the process.

More information: https://support.steampowered.com/kb_article.php?ref=5414-TFBN-1352

After installing the game, you can run it either via the Steam client or the shortcuts created during installation.

1.3 QUICK START

The Quick Help covers various topics in a condensed form. These docs are reference material only.

LOGIN

Login with Steam account, then with your server account. If you don't have an account, you will be required to create one. Then select a server to join.

CHARACTER SELECTION/CREATION

If you already have a character on the server, you can select it and continue. If you don't, then you can create one.

EQUIPMENT

Your Starter Kit or Tactical Advancement Kit determines your equipment loadout.

DEPLOYMENT

If you own a Tactical Advancement Kit, you can deploy into the game world from any of the four planetary bases, four stations or the GCV-Starguard carrier in orbit around the planet.

If you have a Starter Kit, you can **only** deploy from the GCV-Starguard carrier.

If you deploy from a station or carrier, the only way to the planet is via a DJP, an HAIS-MK2 suit at an airlock, or an aircraft.

GETTING AROUND

It is a huge game. So we've made getting around easy. On the planet, you will mostly be using a jetpack, wingsuit, High Altitude Insertion Suit, aircraft and vehicles (including naval where there is water) to cover long distances.

T-SHAFT: When inside a station or carrier, use to move from one place to the other.

DJP: Use to move from one location on a planetary base to another, or to move between planetary bases, stations or carrier locations.

JUMPGATE: Use to fly between planetary bases, or between space and planetary bases.

To use any of the above, move toward it until the activation icon appears, then press **F** and choose a destination from the menu using the numeric keys or mouse.

1.4 EQUIPMENT

Depending on your game purchase, you will have access to various equipment.

STARTER KIT

Contains basic equipment depending on your faction.

Soldier Enlistment Kit (SEK) – Terran Military

SP911 pistol

M117 rifle

MAG_P3 x3

MAG_AR1 x3

MEDKIT25 x1

CTC: Basic Weapons Proficiency

CTC: Light Weapons Training

Battle Survival Gear (BSG) – Terran Insurgent

M310 pistol

XN32 rifle

MAG_P1 x2

MAG_AR2 x2

MAG_AR4 x2

MEDKIT25 x1

CTC: Basic Weapons Training

CTC: Light Weapons Proficiency

More info: <http://lodgame.com/faqs/what-are-starter-kits/>

TACTICAL ADVANCEMENT KIT

In addition to having several benefits, a TAK account also comes bundled with various items available at a discount. You can buy any TAK level you want. e.g. If you have TAK LIV, you could still buy TAK L1 if you wanted the M117 assault rifle (you can also buy it separately) if it's either cheaper in the TAK or if there aren't any for sale in the game store.

More info: <http://lodgame.com/faqs/what-are-tactical-advancement-kits/>

If you need weapons, ammo, medkits, items etc, find one of the item packs (Portable Supply Pack, Portable Weapon Pack, Portable Medical Pack) located on the planet, or inside the stations and carrier.

If active, you can also use one of the terminals to purchase items in the cash shop.

Portable Weapon Pack: To obtain weapons related (weapons, attachments, ammo, grenades, mines), press and hold **F**. The longer you hold the key, the more ammo you will get; up to the allowable limits for the weapon.

Portable Supply Pack: To obtain various items (energy cell, implant, jetpack, wingsuit/wingchute, standard items), press and hold **F**. The longer you hold the key, the more items you will get; up to the allowable limits of your inventory capacity.

Portable Medical Pack: To obtain MedKits, press and hold **F**. The longer you hold the key, the more MedKits you will get; up to the allowable inventory limits.

1.5 INTERFACE

The game is played in a first person perspective mode. The interface for infantry, air/space craft and vehicles is similar and very easy to learn.

Refer to the Quick Help for more info.

2: GAMEPLAY BASICS

2.1 THE CONFLICT

The game primarily takes place on the distant planet called Lyrius located in the Sirius starsystem.

Once used for bio and weapons based research, this planet was tech rich and home to one of Galactic Command's (GALCOM) primary research installations.

The Sirius star system itself is home to two space sectors with a total of three planets and two moons. Connected via jump anomalies is the Barnard's Star system, also home to three planets and two moons in two space sectors.

Of the ten planets and moons in both star systems, only the Lyrius planet has thus far been colonized and thus habitable. On it are four continents each spanning roughly 16x16km. Each continent was chosen for its unique characteristics, topology and due to being located on different climate zones.

As part of their colonization and research, GALCOM forces constructed a primary colony on each of the four continents. A military starbase was built on each of the four continents, with one being constructed within the walls of an abandoned city.

As the years went by and the planet's resources were depleted, GALCOM's focus shifted to other planets. It didn't take long before the Insurgents, a Terran group that is in direct opposition to GALCOM forces, showed up. They took over the bases and city, then all but killed every single GALCOM military personnel left on the planet. Shortly after, they started to wage war on GALCOM forces in other parts of the star system using Lyrius as their base of operations.

That's when GALCOM finally decided to commit military forces to the planet in a bid to exterminate the Insurgents.

In the game, you play as either a GALCOM military marine (TER/MIL) or Insurgent soldier (TER/INS).



2.2 GAME WORLD

You can display the in-game map using the **M** command.

The game takes place across two large star systems, Sirius and Barnard's Star, both within the Galactic Command mythos.

In this first release of the game, only the Lyrius planet - where the conflict takes place - is colonized and populated. The other planets and moons are there, but they are empty masses of land which will later be colonized through expansions and player housing.

Larger versions of the world map, as well as maps of the station and carrier interiors, are online at <http://lodgame.com/maps/>

SPACE REGION

There are four space regions each containing a planet, moon or both, primary station and theme.

The four space regions are linked together by jumpgates each of which has a single target destination.

Stations are linked to starbases on the planet via Dynamic Jump Pads. For example you can use the DJP on the HEATWAVE starbase on the planet to go to the ARKANGEL station in space and vice versa.

You can dock a fighter or shuttle with a station or carrier, exit the craft, then walk through the installation in fps mode. From within the installation, you can use t-shafts to move from deck to deck or use a DJP to go to another station or starbase. You can also use an HAIS to enter the planet below.

PLANETARY REGION

There are a number of regions on each planet, each containing a primary starbase (each about 16 sq km) and theme.

The four starbase regions on Lyrius are linked together by Dynamic Jump Pads and jumpgates. Each of which has one or more target destinations in another space or planetary region or station.

In fps mode, you can use a DJP to go from one starbase region to another or to a station or carrier in orbit around the planets. You can also use a jumpgate to fly between starbase regions or to space.

2.3 GETTING AROUND

The space and planetary regions are linked together by various types of jump anomalies.

AUTOMATED TRANSPORT SYSTEM

The ATS is a series of shuttles that fly around the scenes and make frequent stops at special ATS launch pads. They are free to use and are primarily for use by players who do not have the skills or certs to use vehicles and/or aircraft in the game since not everyone is going to be able to do that.

You can hop on or off at any time; even when the shuttle is in flight. This allows you to make jetpack or wingsuit jumps wherever possible.

A shuttle stops for 60 seconds at a space dock (station and carrier) and 30 seconds at a planetary launch pad before taking off for the next waypoint in the pattern.

You can track the shuttles using the in-game map. On a planet, you can also tell which launch pad it is stopping at next because they have a special ATS-LAUNCHPAD identifier on the map which makes them different from the standard launch pads.

All the views (refer to keyboard map) are enabled, allowing you to look around the environment. You can also switch between first and third person views.

To enter the shuttle, get close to it and press **F**. Then select an available seat position using either numeric keys or the mouse.

Since there is no player control of an ATS shuttle, it doesn't matter which seat you pick because even if you pick the pilot/driver seat, you still won't have flight control of the shuttle.

Once inside the shuttle, the ATS waypoint number & the shuttle departure time are displayed in the HUD.

e.g. ATS-01 / DEP 01:32:04

You can exit a seat at any time by again pressing **F**. If the shuttle is airborne when you do this, you will be in a fall state during which you can activate your jetpack or wingsuit if you have one. If you don't, well, wait and see what happens when you hit the ground.

Using the ATS inside stations and ships is different. You have to go to the docking bay (look on the in-game map), stand in front of the ATS beacon (looks like a T-Shaft platform) and then press **F**. You will then be transported to an auto-assigned seat in the shuttle waiting in space above the station or ship.

DYNAMIC JUMP PAD

DJP are used by infantry to move from one part of the base to another part of the same base or to another base in a different planetary region. For example, you can go from the Heatwave base to the Frostbite base using a DJP.

Some DJPs can also link to stations or capital (e.g. carriers) ships in orbit around the planet.

To use a DJP, move toward it until the icon appears, then press **F** and choose a destination from the menu.

JUMPGATE

Jumpgates are similar to DJP, but are used only by aircraft. Using a jumpgate, it is possible to move from one planetary base to another or to a space region above the planet.

To use a jumpgate, fly toward the center until the icon appears, then press **F** and choose a destination from the menu.

T-SHAFT

A T-Shaft is used to move from one area to another when inside a station or carrier.

To use a T-Shaft, move toward it until the icon appears, then press **F** and choose a destination from the menu.

DOCKING BAYS

While flying around in space, you can also dock your aircraft with a station or carrier, then exit the ship when inside the facility.

To dock, fly around the facility's docking area until you locate the docking bay area which is illuminated in Green. When the docking icon appears, press the **F** key to dock with the station.

To launch from the facility, locate the docking bay, then walk into the Green illuminated area and press **F** to return to your aircraft.

2.4 CHARACTER ATTRIBUTES

Some character attributes, as well as location based damage, are monitored. When a specific body part is injured, it will reduce their functionality. For example, if you get shot in the leg, you won't be able to walk or run fast. Head shots are always lethal, regardless of shield, armor or the condition of any other body part.

If you have no armor or shield, and get injured, the character image in the HUD (see section 4) is color coded to show where (arms, legs, torso) injury (weapons fire, explosions, environment etc) has occurred, and by what amount. Green: 0-15, Yellow: 16-29, Red: 30+.

LIFE FACTOR

This monitors your health. If you take injury such as during combat or the environment (e.g. you fall from a tall building, you drown), your LF will go down. If it ever gets to zero, you will die. If your LF goes down to 50, this will affect your movement speed and ability; and if it goes down to 25 or less, your vision will also be impaired.

If you are injured, you can find a safe place and remain there while your LF gradually increases as you self-heal.

Using a MedKit will cure your injury and increase your LF.

FATIGUE FACTOR

This monitors your stamina based on actions. If you perform strenuous actions (running, sprinting, swimming) consistently, your FF will increase and eventually will start affecting your LF which will start to go down.

Sprinting will significantly increase your FF. Between 0% and 90% FF, you can sprint for 20 seconds (scaled by total carrying weight) before reaching 90% FF. The FF bar in the HUD will flash when this exceeds 90%.

As all items in the game have weight, the more stuff you are carrying, the more this will affect your FF as well as your movement speeds.

In order to reduce your FF, you should stop all movement and rest for a bit and it will gradually go down.

Using a MedKit will also reduce your FF.

2.5 GEAR & INVENTORY

More info available in the online database <http://lodgame.com/asset/>

In addition to the various types of weapons, the game features various specialty inventory items. These range from combat armor protection to neural implants which give you special abilities.

You are only allowed to carry a certain number of items. These include a primary and secondary weapon, some ammo, weapon attachments, implants and maybe a deployable item. Inventory items have weight. So the more stuff you carry, the heavier you will be and the higher your fatigue level will go.

Also, each "hard point" on your suit, allows for certain items to be attached. For example, pistols can only be attached to your hip, while the attachment point on your back supports a rifle, jetpack, backpack or similar.

Some weapons have multiple firing modes which can be selected using **Q** & **E**. Press **T** to open the weapon attachment interface and **-** or **+** to cycle/install attachments (e.g. grenade launcher).

Press **G** to select and throw a grenade or mine.

Weapons such as pistols and rifles can also either be site aimed (Aim Down Sight) or scoped (i.e. with a zoom scope attachment) using the **RIGHT-MOUSE** button. If the weapon has a scope, then it will replace ADS functionality. You can remove the scope if you prefer to use ADS for the weapon.

There are also two types of knives. The combat knife is for single strike melee attacks. A throwing knife sticks to a player and automatically falls out after a period time. However, as long as the knife is stuck to the target player, they will continue to take damage. Using a MedKit will cause the knife to detach and drop.

Press **T** to access the weapon/gear interface and equip the item there. Some special (e.g. MedKit, Implants) inventory items can be used by pressing **9**.

There are various attachment types for pistols, combat and sniper rifles, and machine guns. These include zoom scopes, laser markers, target designators, silencers, and grenade launchers.

Below are some of the inventory items available.

BODY ARMOR

This is part of your combat suit which protects you from weapons fire and similar injury. If your body armor is depleted, you will then start to take bodily injury which affects your Life Factor.

IMPLANTS

There are implants which provide special abilities such as teleportation, improved vision, speed etc. You need a Bio-Injector in order to activate an implant. If you don't have a Bio-Injector, you can activate your implants at an Implant Augmentation Chamber (IAC) located around the base and inside some installations.

PERSONAL TACTICAL ITEMS

There are various tactical items which perform various functions, including cloaking, shields, visual enhancements, sensors, injury and item repair, teleportation etc.

MEDKIT

These come in different capacity (10, 15, 25, 40). They increase your LF while lowering your FF. You can only have up to 100 MedKit units in your inventory.

PORTABLE WEAPON PACK

These can be found in various places in the game world. They usually contain weapons, weapon attachments, ammo, grenades, mines and deployable weapons.

PORTABLE MEDICAL PACK

These can be found in various places in the game world. They only contain MedKits in various amounts. Each contains 16 MedKits of different capacity.

PORTABLE SUPPLY PACK

These can be found in various places in the game world. They usually contain energy cells, implant injector, implants, jetpacks, wingsuit/wingchute, HAIS suits and standard inventory items.

WINGSUIT/WINGCHUTE

When you absolutely, positively have to go behind enemy lines in one piece, a wingsuit will do the trick. You can jump from high altitude and glide to the ground below.

JETPACK

Given the vast expanse of the planetary bases and installations, you need a jetpack to get around fast. Especially if you don't have access to aircraft and vehicles for whatever reason (e.g. you don't have the required CTC).

HIGH ALTITUDE INSERTION SUIT

These suits allow you to travel from one part of a planetary base to another, or from an airlock in a station or ship in orbit, to a location on the planet below.

The HAIS-MK1 only works on the planet.

The HAIS-MK2 is more advanced and works on planets, and also from a station or ship in orbit around the planet. These can be found hanging on a wall near the station or carrier airlock.

2.6 STATS & LEADERBOARDS

Online leaderboards: <http://lodgame.com/leaderboards/>

The game tracks various player stats which can be viewed from within the game's **ESCAPE** screen or the online leaderboards.

Only players who have purchased a Tactical Advancement Kit have their stats tracked in the game or leaderboards.

2.7 AWARDS & DECORATIONS

List of CEP & CTC awards http://lodgame.com/cep_ctc/

COMBAT EXPERIENCE POINTS

These are awarded for performing various in-game actions such as killing the enemy, healing a fellow team mate, destroying or hacking enemy installations etc. They are also used to gain rank within each class.

Accumulated CEPs and various ranks also unlock various Combat Training Certs (CTC) which you can then acquire.

You can lose CEP for various actions ranging from killing other friendly players to destroying friendly units. If your CEP drops below the required amount for a rank, then you drop in rank. And if you drop in rank below some CTC which you already have, they will be deactivated – only to be reactivated when your CEP and rank build back up. For example if you have CTC that allows you to fly a certain class of gunship, if you lose CEP and rank to below the required levels, the CTC will deactivate and you will no longer be able to fly that gunship class.

COMBAT TRAINING CERTIFICATES

These are neural implants which once acquired are injected into the side of your neck. Once activated, they give you various abilities ranging from hacking into installations to flying gunships.

Some CTC implants also give you a boost in physical abilities e.g. the ability to run faster, jump farther and faster, sustain more injury than normal etc.

You can acquire CTC but not activate them until needed.

You can only have a certain number of CTC implants active at any one time.

MEDALS & RIBBONS

During the game, as you gain CEP, you will be awarded various ribbons and medals either for performing specific actions or based on your accumulated CEP.

List of medal & ribbon decorations <http://lodgame.com/asset/>

2.8 GAME PLAY MODES

The game is pure PvP. There are no missions or quests. There are several World Events, some of which have gameplay similar to popular multiplayer modes. For example, Incursion, the default mode, is the standard team deathmatch.

A World Event game mode can be active depending on the server config. These events run on top of the default (Incursion) mode such that you can still gain CEP, rank, medals/ribbons etc.

At the end of some engagements, players gain additional CEP, in addition to what is already gained from being involved (e.g. killing other hostile players).

INCURSION

This is the default baseline PvP game mode. As the player stats (kills, CEP, rank, medals/ribbons) are character specific and persistent, they are reflected in this and any specific world event played.

HOSTILE INCARCERATION

The GCV-Starguard carrier has a detention hold where prisoners are held.

Hitting someone with a Hostile Incarceration Dart (HID) fired from a TKR9 weapon, instantly teleports them to this detention hold.

The captive can only come out after a five minute stay, or if someone with the Advanced Programming Spec II CTC, hacks into the terminal outside the door and disables the force-field.

To lower the force-field, use the terminal near the detention hold by pressing and holding **F** until the operation is complete.

HOSTILE INTENT

Control the four planetary bases (Heatwave, Frostbite, Gulge, Nightbridge), four stations (Arkangel, Overwatch, Templar, Vanguard), and the Starguard carrier.

PHASE 1: Battle starts on the ground where each planetary starbase has to be captured by activating the terminal inside, thus changing its alliance to your faction.

PHASE 2: Battle moves to space where the defense systems on the four stations have to be disabled or destroyed before docking is allowed.

PHASE 3: Battle moves inside where the station has to be captured by activating the terminal inside, thus changing its alliance to your faction.

PHASE 4: With all planetary bases and stations captured by a faction, the major battle for the Starguard carrier begins in space. The carrier's defense systems have to be disabled or destroyed in order to allow docking. Once the battle moves inside the carrier, it has to be captured by activating the three terminals (one on each deck) inside, thus changing its alliance to your faction.

Bonuse points are awarded to the victors at the end of each phase of battle.

ENEMY MINE

The space defense systems, planetary defense systems, and sentry androids are in PASSIVE mode by default.

Use the terminal inside the starbase, station or carrier, to change the mode to engage ALL HOSTILES.

SECURE AND HOLD

Each planetary, station, or carrier base has three terminals which are used to program a key building.

On the planetary base, the terminal is located inside or near the main starbase (Heatwave, Frostbite, Gulge, Nightbridge), C&C, and COMMS buildings. In a station (Arkangel, Overwatch, Templar, Vanguard) or Starguard carrier, the terminal is located on one of the decks.

To change the operating mode, use the terminal and set it from STANDBY to your team (GALCOM|INSURGENT). After which the 60 second timer for that terminal begins.

Once the timer starts, for each enemy combatant that is within 25m of the terminal, the timer counts down 30% faster. Similarly for each friendly combatant within this range, the timer counts up 30% faster. Once the timer elapses, the terminal is secured.

When all (3 per base) terminals are secured, the base is captured.

Additional info about all World Events are available on the website. <http://lodgame.com/faqs/world-events/>

2.9 ACTIVITIES

In addition to standard combat tactics, the game's open-world nature gives a wealth of things that you can do. Below is a partial list. The rest is up to your imagination.

- Collect Energy Cells that are periodically generated around the base by the solar and nuclear reactors. These ECs are very valuable commodity because a lot of installations (e.g. defense systems), crafts (e.g. aircraft) and devices (e.g. jetpack) require them for operation. As these ECs have value, you can trade or sell them.
- Perform repairs of installations, vehicles, player armor etc using a Portable Repair Unit (PRU).
- Perform medic operations to infantry in the field using a Portable Medical Unit (PMU).
- Go behind enemy lines and using a Target Designator Unit (TDU), send enemy infantry and unit locations to your team, making them for strike action.
- Locate large enemy infantry positions or key units (e.g. a Mobile Forward Base) and use a Waypoint Designator Unit (WDU) to mark their position for strike action,
- Obtain the required CTC to fly a transport gunship or shuttle and use your skills to take combat troops to and from the battle. Be sure to have a jetpack or wingchute because getting shot down behind enemy lines is not fun.
- Though units spawn at the Asset Requisition Center (ARC) frequently, with the right aircraft and vehicle CTC, you can obtain these assets and deliver them to your team.
- Obtain the required CTC to command and operate a Mobile Forward Base (MFB), then deploy it in a remote location or behind enemy lines for use by your team.
- Obtain the required CTC and go acquire some androids. Regardless of your role (combat, medic, engineer etc) in the battlefield, androids are designed for pure combat roles. So having a few of them around as support units is invaluable.
- Use Hostile Incarceration Darts (thrown or fired from a TKR9 weapon) to immediately remove hostiles from the game world and directly to the Detention Hold aboard the GCV-Starguard.
- In case you haven't already figured this out yet, as infantry, you can use a DJP to go to a station (or carrier) in space; and vice version. Similarly, you can take a fighter from the planet, fly to space, dock with a station (or carrier) and from there, return to the planet via a DJP (or using an HAIS if you have one) from inside the installation. Knowing the many ways to move around the game world gives you a significant advantage in terms of plotting and planning various strategies. Insurgents are quite notorious for planting various types of deployable (e.g. YN99s) ordnance around jump locations, airlocks and docking bays. They are lethal; and only grenades and mines are effective at destroying them quickly.

3.0 SQUADS & FIRETEAMS

The key to success in this game, is team work. You will not have much of a good time going the “run and gun” route. So you are better off creating or joining a fireteam or squad. You can do this from within the game’s menu interface at any time.

FIRETEAM

A fireteam is a group of up to 16 players from the same side and working as a team. They are the equivalent of player guilds. They can also contain AI controlled Androids.

The person creating the fireteam becomes the leader and with the ability to setup map waypoints with specific orders for each member or the entire fireteam.

Groups that want to create larger fireteams can do so by creating several 16 player fireteams and giving them different named designations. e.g. Fireteam Alpha, Fireteam Bravo, Fireteam Charlie etc.

The following CTC are required to create a Fireteam.

- Advanced Programming Spec III
- Advanced Tactical Specialist
- Tactical Insertion Protocol

There is no CTC requirement to join a Fireteam. You need 500 CEP to join a fireteam.

SQUAD

A squad is a team of up to 4 players from the same side and working as a team. They can only contain human players.

The person creating the squad becomes the leader. Squad leaders cannot set waypoints or give orders to the team. The following CTC are required to create a squad.

- Advanced Programming Spec I
- Tactical Insertion Protocol

There is no CTC requirement to join a squad. You need 150 CEP to join a squad.

3.1 AIR/SPACE CRAFT & VEHICLES

There are various assets (aircraft, ground & naval vehicles) units on each base. There are also various defense systems which can be controlled by players.

Some of these assets require CTC and/or CEP to use. If you don't have the required CTC or CEP, you will be unable to use the driver/pilot positions on any asset.

Refer to the Quick Help for more info.