

TEAM ASSAULT

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TEAM ASSAULT

*** BAPTISM OF FIRE ***

User Manual – English Edition

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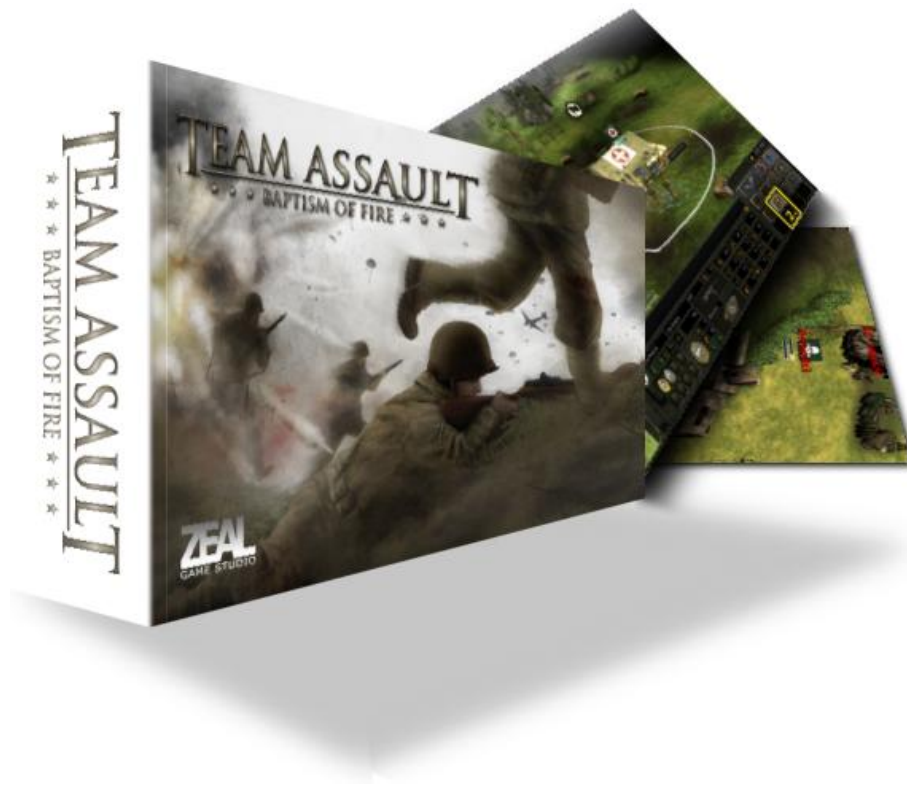
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Team Assault: *Baptism of Fire*

Team Assault is a turn-based tactics game, initially taking place in the Italian Campaign during World War II. The game focuses on player customisation, providing a realistic and deadly gameplay where positioning, strategy and a working knowledge of the game system is crucial. Here, we will explain the basics in how to play the game and provide you with information about its systems. There are also credits and links to our currently available forums.



PLEASE NOTE: For those players interested in this era from an historical viewpoint, some minor historical accuracy may have been sacrificed as a preference for more practical and/or effective gameplay.

HINT: *Smart-Link* - You can quickly navigate back to this document's **CONTENT'S PAGE** by clicking the top or bottom of any page being viewed.



Game Summary



Starting Games

In *Team Assault: Baptism of Fire* you have options available to play *Skirmish* games (versus an AI) or *Multiplayer* games (versus a friend or another player). You can select Skirmish or Multiplayer games from the Main Menu interface. You must first choose your force before the match begins and can deploy squads from the squad templates provided. In Skirmish games you can select both the map and the AI's force. If you are *Host* in a Multiplayer game, you simply select the location where the battle will take place.

Gameplay: Buying and Deploying Squads

You begin the game by first buying your squads. The squads available to you depend on the force which you are using. You can create your own custom squads and forces in the *Force Builder Interface*. Select a squad and click **BUY** to purchase it. Squads cost *Combat Resources* (CR). You should purchase squads using all your available CR. When you are satisfied with your purchases, hit **CONFIRM** to begin deployment.

HINT: You will gain new resources at the end of each game round, allowing you to field new reinforcements.



Setting Up A Game

- Campaign
- Skirmish Games
- Multiplayer Games

Campaign

Team Assault: *Baptism of Fire* has no campaign. Keep an eye out for future expansion packs where these will be released along with new upgrades for the Force Builder to use in *skirmish* and *multiplayer* games.

Skirmish Games

Skirmishes are games played versus an AI. Select which force you want to use for yourself and your opponent then choose where the battle will take place. Use *Skirmish* to create your own custom scenarios from the Italian campaign of WWII. You can also choose the amount of deployment resources, game type and if you wish, to have a time limit for giving squads orders while playing (*only recommended for Multiplayer*).



Skirmish setup screen



Setting Up A Game: *Skirmish*

- **Player Name** - If you want to change your player name, head to the game **OPTIONS**.
- **Player Start Location** - Select your start location on the battlefield.
- **Faction** - You and your opponent's factions are automatically updated when a force is selected. Forces of the same faction *can* combat each other, though this of course is not recommended if you wish to create a realistic scenario.
- **Force** - This is a drop-down list where you can choose which force you would like to use for yourself and for your opponent. The forces available are initially those included in the game. Use the *Force Builder* to create your own custom forces. It is recommended to use the pre-built forces while learning the game, but once you feel familiar with the game system, please try out the Force Builder!
- **Map** - This is a drop-down list where you choose the battlefield for your skirmish scenario.
- **Force Sizes** - This is the amount of Combat Resources you and your opponent begin the game with. These resources are used to field squads. When deciding how many resources players will have available to them, there is also a series of 'No Resources' options available. *If chosen, players won't be able to deploy any further squads after the initial deployment, so choose your set-up carefully!*
- **Game Type** - The game type defines the *victory conditions* for the skirmish scenario. Basically, when playing Area Control, both you and your opponent have a set amount of control score when beginning the game. By controlling more control points on the map, you reduce your opponent's control score at the end of each round. When playing *Annihilation*, victory is achieved by eliminating all of your opponent's forces. The control points on the map will still be available to capture, but will only supply additional *Combat Resources*.
- **Activation Time Limit** - The amount of time players can use to perform the activation for a squad. A timer starts ticking down when a squad is activated, and when it runs out, the squad is deactivated and automatically saves their actions. The time limit is only recommended for multiplayer or if playing skirmish training for multiplayer time limit.
- **Difficulty** - There are three difficulty levels available; *Normal*, *Hard* and *Expert*. *Normal* difficulty provides the AI with the same amount of resources as yourself. *Hard* has more resources than you, whilst *Expert* has even more.



Multiplayer Games

Multiplayer games are played against other players; either a friend or an unknown player on the Internet. It is recommended to enter the **OPTIONS** setup before looking for multiplayer games and change your *Player Name*.

In the Multiplayer Lobby, you can begin your own multiplayer games by clicking **HOST** or select and **JOIN** another player's game in the server list. The game's host names (useful if you're looking for a friend's hosted game), the currently chosen map and, if the server is password protected, are all displayed in the list.



Multiplayer Lobby

LAN and INTERNET Settings

If you are looking for a specific online game and can't find it, double-check that you are searching for games on the internet. If it's a LAN game, make sure you are searching for LAN games. You can switch between LAN and Internet games in the list using the two top/left **Mode** buttons **LAN** and **INTERNET**.

If you are the host and other players can't find your game, make sure you didn't host it on LAN. If the **INTERNET** button is pressed when you host your game, it will be hosted on the Internet and vice-versa.

The *Multiplayer Game* setup-screen looks very similar to the *Skirmish* setup-screen. *Only the host can change game options and select the map.*

If you joined another player's game, you still select your own force. Players do not need to send their forces to the other player manually; this is done automatically, so go ahead and choose freely among your custom-made forces.

Once the joining player has clicked their own **READY** button, the host can **START** the game (this button is disabled until the joining player is ready). Multiplayer games are played like skirmish games, except that both players are human. When the game has completed loading, players will first enter the reinforcement phase, in which they *buy squads to deploy*.



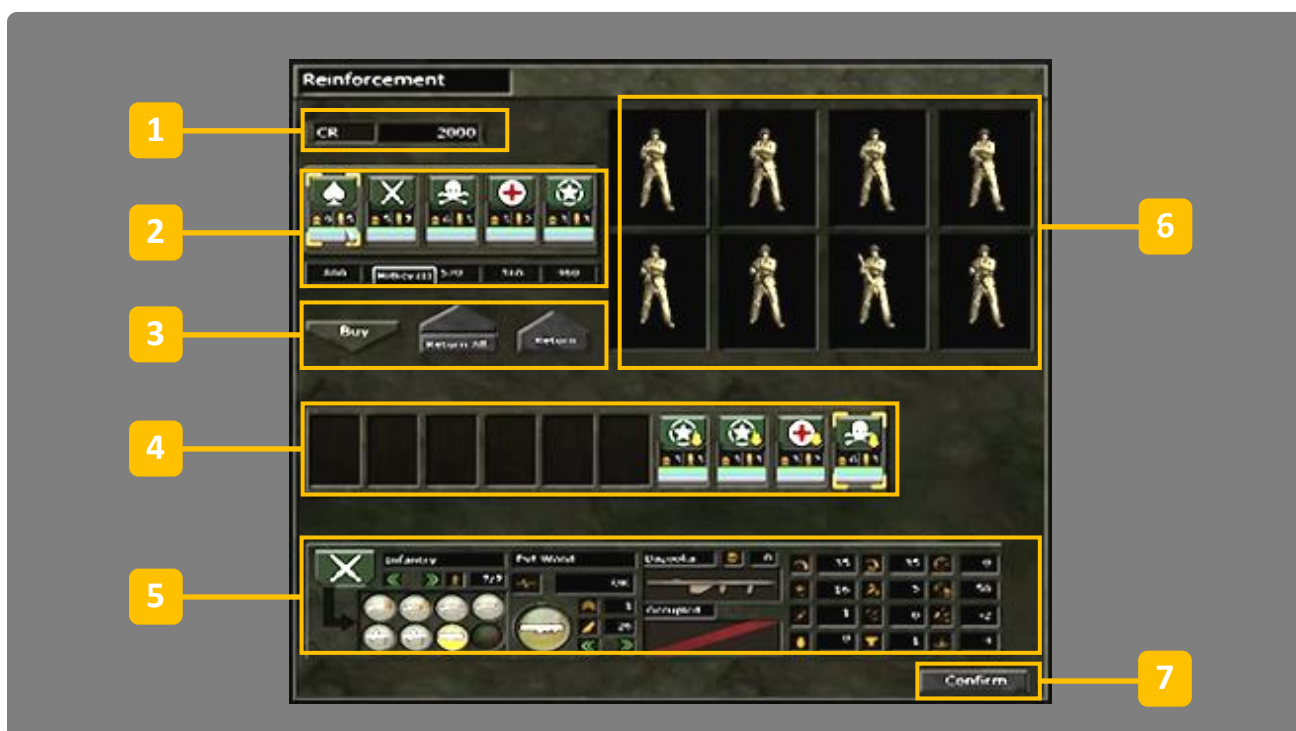
Buying Squads and Squad Information

- **The Reinforcement Interface**
- **Combat Resources**
- **Squad Tabs**
- **Buying Squads**
- **Returning Squads**
- **Squad information**
- **Soldier Information and Weapon Statistics**
- **No Reinforcements**
- **Proceed to Deployment**



The Reinforcement Interface

The first screen you encounter when entering a new game is the *Reinforcement Interface*. The Reinforcement Interface is used for purchasing the squads you wish to field for battle. If you are unfamiliar with the map and wish to see the battlefield before you decide which squads to buy, press the **TAB** key to hide the Reinforcement Interface. Use **TAB** again to unhide it. The Reinforcement Interface should look something like this:



The Reinforcement Interface

- 1 Combat Resources Pool** – These are your available Combat Resources. Use them to buy squads from the available squads below.
- 2 Available Squads Tabs** - These are the tabs for squads which you have available for deployment. Which squads you have available depend on the force you selected at the beginning of the game.
- 3 Buy and Return Buttons** - Use these to buy squads from the available squads or to remove newly bought squads from the deployed squads. Your CR will be refunded.
- 4 Deployed Squads Tabs** - These are the squads you deployed in previous rounds and your newly bought squads. Newly bought squads have a deployment indicator on them (a *yellow arrow* or *parachute*). Previously deployed squads cannot be returned.
- 5 Information** - The Information Interface displays all details you need to know about a squad. If you select a soldier, all details you need to know about the soldier will be displayed.
- 6 Squad Preview** - A preview of the selected squad and all its members.
- 7 Confirm Button** - The button with which you confirm your reinforcement. Use this when you are satisfied with your reinforcement and wish to proceed to the *Deployment* phase.



Combat Resources

Combat Resources or *CR*, is the resource pool from which you deploy squads in Team Assault. At the end of each round you earn additional CR. You gain a base amount of CR plus a bonus amount for each *Control Point* on the battlefield that you control.



CR - Your resource. Available resources and the CR cost to field your squads

Use CR to buy squads in the *Reinforcement Interface*. The cost (CR) to deploy a squad is displayed under each Squad Tab among the available squads. You cannot buy a squad if you have insufficient CR.

Buying squads

Squads must be bought to be able to be deployed on the battlefield. To buy a squad, click its tab among the available squads tabs to select it. A selected squad tab is marked with yellow hooks. When an available squad is selected, click **BUY** to deploy it. It should now be displayed in your Deployed Squads tabs.

You can buy the same squad any number of times, as long as you have sufficient CR.

Returning squads

Returning individual squads is much like buying squads, only the other way around. Click a newly bought squad tab among your deployed squads to select it, then click **RETURN** to return it. Your CR cost for that squad will be immediately refunded.

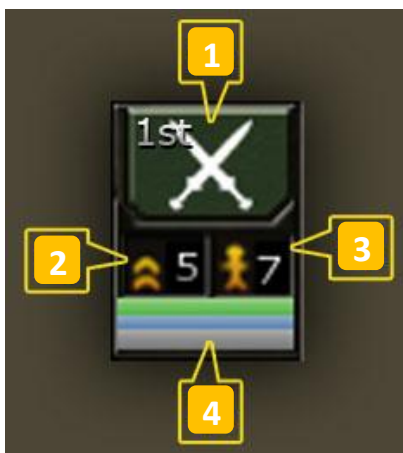
To return all squads you have bought this reinforcement session, click **RETURN ALL**.



Squad Tabs

A *Squad Tab* is the interface representation of a single squad. They are used in several places in the in-game user interface. In the *Reinforcement Interface*, they are used to display the available template squads as well as the squads you have deployed.

Clicking them here allows you to view the selected squad's information and selects it for purchase or for refunds. In the regular in-game interface, they also represent your deployed squads and can be clicked to take you to their respective world location. The squad tab displays the most basic information you should know about the squad:



A squad tab

- 1 Squad Icon** - This icon represents the *Squad Type*. Together with the specific squad's number you have a unique reference for each deployed squad.
- 2 Squad Initiative** - This value affects the squad's morale and its ability to act fast. The higher initiative, the earlier a squad is allowed to act in a round, the more morale does it enter the game with and the more morale does it recover at the end of turns.
- 3 Soldiers** - This is the number of living and wounded soldiers in the squad.
- 4 Status Bars** - These are three bars giving a quick status report over the squad's morale (green, turns yellow and then red at lower levels), stamina (blue) and ammunition (gray). While morale is yellow or red, the squad risks having its morale broken when under fire. A squad with no stamina cannot run, and when forced below half stamina, the squad suffers morale loss. The ammunition bar is calculated to be a display for all ammunition types together; so some weapons in the squad may still be out if ammo even if the ammunition bar isn't empty.



Squad Information

A large section of the interface, both during reinforcement and whilst playing, is dedicated towards displaying status information about the selected squad and its members. When a squad is activated or selected, the *Information Interface Panel* will be updated to display its current status.



Squad Information Interface

- 1 Squad Icon** - This icon displays the *Squad Type* in the Force Builder. It is the same icon used in the *Squad's Tab*.
- 2 Squad Name and Soldier Count** - This displays the squads given name. When deployed, the squad's name is prefixed with a number, based on which in the order of its type it was deployed as (1st, 2nd etc.). This section also displays the number of living or wounded soldiers in the squad. The left/right arrows can be used to cycle between your squads.
- 3 Soldiers Panel** - Each soldier in your squad is represented by a soldier icon. Clicking on any one of them will display that specific soldier's status. The *Soldiers* icon displays the soldier's current weapon and if he is the Squad Leader or Second-in-Command, his rank. Dead soldiers' icons display an image of a skull, whilst wounded soldiers' display a red plus sign.
- 4 Squad Initiative and Movement Range** - *Squad Initiative* determines how early a squad may be activated in any given round. A higher starting *Morale Level* will recover morale faster. A squad's morale is set by its *Leader* and *Disciplines*. A squad's *Movement Range* determines how far a squad can move and sprint in within each turn. *A squad can only move as fast as its slowest soldier.*
- 5 Status Bars** - Are similar to those represented in the *Squad's Tab*, but with more precise information, provided in figures. The top bar is *Morale*, the mid-bar *Stamina* and the bottom bar displays an *Ammunition Status* summary.
- 6 Outfit** - Displays the name and stats for the squad's current *Outfit*. The first value (a shield with a percent sign) is the outfit's *Cover Value*; it's *chance* value to protect against incoming projectiles and shrapnel. The second value (a shield with an 'x' in it) is the outfit's *armour value*; its ability to withstand an attack's penetration value. The last value (the eye) is the outfit's *Stealth Value*; controlling the distance between a soldier and an enemy before he is spotted. *Stealth Value* is doubled if the soldier moves. *Stealth* is broken for a full turn if a soldier runs or makes an attack.
- 7 Disciplines** - Some squads are supported with *Disciplines*; special training. *Disciplines* offer the squad various passive bonuses.
- 8 Munitions** - This displays the munitions available to the squad. It includes the squad's ammunition for its weapons and grenades. When out of a specific type of ammunition, soldiers using weapons (including pistols) requiring that ammunition can no longer attack.




Soldier Information and Weapon Statistics

When a specific soldier is selected its information will be displayed instead of the *Squad Information*. If you wish to see the *Squad Information*, click the *Squad Icon*. This interface is automatically updated when a new soldier within an active squad is selected for orders. You may then quickly can examine its weapon, general statistics and equipment.



Soldier information interface

- 1 Active Soldier** – Displays which soldier is currently active. Selected soldiers are high-lighted in yellow. To change soldier selection, click another soldier icon.
- 2 Soldier Name and Status** - This is the specific soldier's name, generated at random when entering battle. The soldier's status is either *OK*, *Wounded* or *Killed*.
- 3 Soldier Rank and Movement** - Squad Initiative  is equal to the highest initiative among its members. The ranking soldier is also the Squad Leader. A squad's movement is equal to the lowest among its members. The Left/Right arrows can be used to cycle between each soldier in the squad.
- 4 Soldier Weapon and Kills** - This displays the soldier's currently equipped weapon. When out of ammunition, the soldier will switch to his pistol. *Kills* displays the total number of soldiers the selected soldier has killed or wounded.
- 5 Equipment** - If the soldier has equipment available, it is displayed here. A soldier gains additional or improved actions from his equipment, or is capable of carrying more ammunition if equipped with the *Munitions Kit*.
- 6 Soldier Weapon Statistics** - Displays statistics for the soldier's equipped weapon. This might be a bit much to take in if new to the game, so feel free to read this another time when you feel more familiar with the game. I will explain each stat briefly, from left to right, top to bottom, on the following page.

Click here to see more on Squad Icons and Status Bars.



Soldier Weapon Statistics (Details)



Accuracy Range – At what distance this weapon loses accuracy. Each time the weapon exceeds half its accuracy range in meters, it suffers -1 mod to accuracy.



Penetration Range - At what distance this weapon loses penetration. Each time it exceeds its penetration range in meters, it loses 1 in *Penetration Value*.



Base Accuracy - If this weapon has any modifiers; how many + or - mods to its default accuracy.



Morale Damage - How much morale damage a squad suffers when fired upon by this weapon. This value is doubled for automatic fire and loses -1 for each time the weapon has exceeded its accuracy range.



Penetration - The weapons ability to penetrate outfit armour and cover.



Kill Ratio - The chance value of this weapon killing its target instead of wounding on a hit.



Single-Fire Count - The number of rounds fired with this weapon with a single-fire action.



Automatic-Fire Count - The number of rounds fired with this weapon when making automatic-fire actions. If value is 0, this weapon cannot be fired using automatic-fire.



Recoil – The amount of accuracy loss (- mods) when using *Automatic-Fire*.



Pinning Modifier - If a squad's morale is broken when fired upon by this weapon, this value increases the chance of the squad being pinned as a result of its panic. Negative values increase the chance of a squad retreat.



Weight - How difficult the weapon is to handle whilst on the move. A soldier firing this weapon suffers this amount of accuracy loss (- mods) if he moves whilst firing.



Area of Effect - If this weapon damages all targets within an area of its impact point. This value is its AOE radius. An AOE weapon has decreased penetration values further away from its centre.



No Reinforcements

When deciding how many resources players will have available to them, there is also a series of **'No Resources'** options available. If chosen, players won't be able to deploy any further squads after the initial deployment, so choose your set-up carefully.

Proceed to deployment

When you are satisfied with your reinforcement, the next step is to *Deploy your squads*. Get to the Deployment Phase by clicking **CONFIRM** or press the space-bar to confirm.



Deploying Squads

- **Squads to be Deployed**
- **Deployment Zone**
- **Air-Drop**
- **Redeploying Squads**
- **Proceed to Squad Activation**



Squads to be Deployed

After you have bought the squads you want to deploy, it's time to actually deploy them. This is done during the deployment phase. When you are in the deployment phase, your interface should look like this:



Squad deployment interface

- 1 Squad Tabs** - These are the tabs representing your already deployed, or ready-for-deployment squads.
- 2 Deployment Zone** - This is the area in which you must deploy your squads.
- 3 Confirm/Undo** - Use these two buttons to either **CONFIRM** your deployment when you're ready, or to **UNDO** entire force deployment.

Squads with a pulsating *yellow arrow* or *parachute* on their squad tab **1** must be deployed. Squads ready for deployment are automatically selected when you enter the deployment phase and a new one will automatically be selected when the previous squad has been deployed. Change which squad you wish to deploy by clicking on that squads tab. Any squad selected will be stuck to your cursor, ready for deployment.



Deployment Zone

You can't deploy your squads freely on the battlefield. The *Deployment Zone* is where you must deploy your squads; the area on the battlefield bordered by *blue lines*. You should be looking at this part of the battlefield when you first enter the game.

Click a deployable location in your deployment zone **2** to deploy your squad in that position. If the squad is coloured red when hovering over a location it can't be placed there, either because of environmental limitations or because it's outside your Deployment Zone. Try deploying it on more open ground.



The mini-map - You deploy in the blue zone, your enemy in the red

If you get lost in the world, your deployment zone is the *blue square area* on the mini-map. Click anywhere on the mini-map to be transported there automatically. Your opponent's deployment zone is the red area on the map.



Air-Drop

Some squads have the ability to deploy using *Air-Drop*. Whether or not a squad can be air-dropped depends on the outfits they are wearing. The *American M-1942 Jump Suit* and the *German Fallschirmjäger Kochensack* grant this ability in *Baptism of Fire*. Squads sporting these have an extended deployment zone in which they can be deployed without penalty. It will be visible only when a squad that can air drop is selected for deployment.

During all deployment phases after the first, when entering the game as reinforcements, air-dropped squads can also be deployed close to friendly squads on forward positions on the battlefield. There are *blue circles* around these squads to show where you can deploy. Be careful though; when making air drops onto forward positions, the squad loses its first activation to regroup after the jump. *So don't jump too close to enemy squads - they can easily take out a newly air dropped squad.*



An Airborne squad air dropping within air drop range from a friendly squad

The sound of the passing airplane will make your opponent aware that you air-dropped during a deployment phase. If you hear the sound of aircraft when the deployment phase is over, you know your opponent deployed using air-drop. *Expect the unexpected!*



Redeploying Squads

In the event that you are not satisfied with your deployment, you can *Redeploy* your squads whilst in the deployment phase. To do this, use **UNDO** button in the bottom/right section of the interface to un-deploy your squads in the order in which you deployed them. You can also click the Squad Tab of the squad you wish to redeploy, which will reselect the squad for deployment.

Proceed to Squad Activation



The '**Confirm**' Button (key-bound to 'Space')
flashes when available

When you are finished deploying your squads, you will be able to **CONFIRM** your deployment. You must deploy all your squads before you can confirm. Do this using the button in the bottom/right section of the interface, or by pressing your *Space-Bar*.

When all players have confirmed their deployment, the battle is ready to begin and the squads will be *activated in order of initiative*.


Initiative And Squad Activation Orders

- **The Initiative Value**
- **What the Initiative Value is Based On**
- **Modifiers to Initiative**
- **Squad Activation Order**





The Initiative Value

All squads have an initiative value  ranging from 0 to 10. A squad's initiative can be seen in the *Squad Information Interface* and on a *Squad's Tab*, symbolised by a rank insignia. A squad's initiative represents its leadership, ability to keep on fighting under enemy fire and to act early in turns due to better order distribution.

A squad's initiative value is equal to the highest initiative value among the members of the squad, which normally is the Squad's Leader's initiative. However, initiative is not a static value; it changes often during the course of battle, for numerous different reasons.



A Squad Tab - Left value is the squad's initiative.

What the Initiative Value is Based On

A squad's initiative is, as previously mentioned, based on the highest initiative among its members. There are two factors which determine a soldier's initiative; *Soldier Rank* and *Squad Disciplines*.

A soldier's initiative is primarily based on the soldier's rank. But there are also disciplines that affect the initiative of all soldiers in the squad, such as *War Veterans* or *Conscript Squad*. *War Veterans* increase the initiative of all squad members, due to their experience of taking orders in combat. *Conscript Squads* on the other hand, are inexperienced in combat and that will make it more difficult for the Squad Leader to distribute orders.

Modifiers to Initiative

The initiative value is not static. There are some factors which can change a squad's initiative during a game:

1. *Loss of Squad Leader(s)*
2. *Low Morale*

Since a squad's initiative is equal to the highest initiative among its members, the loss of its squad leader will have a great impact on the squad's initiative. If the squad has a second Squad Leader, he will take command of the squad and his initiative value will be used instead.

If there is no second Squad Leader available, or if he is also killed, the squad initiative will be lowered to the initiative of the squad's private ranks.



The star indicates a squad's leader

If a squad suffers from low morale, this will also affect the squad's initiative. A squad suffers **-1** to initiative while at *Yellow* morale, and **-2** while at *Red* morale.

If a squad has already been activated in a round, it can't be activated again.



Squad Activation Order

During a game round, squads become activated one at a time. While activated, the controlling player (or AI) can give the squad orders. The order in which squads are activated is set by the squad's current initiative. Squads with high initiative are activated first, so deploy squads with high ranked leaders if you wish to have the tactical edge of activating squads first.



Your squad tabs - Squads activate in the displayed order. Currently active squad flashes and already activated squads are darkened.

If both players have several squads at the same initiative, one player will have one of his squads activated first, then the other player one of his squads and so on. When your squads become activated and its squad tab begins to flash, it will start flashing on the mini-map. The squad's soldiers gain selection circles and if off-screen, a blue arrow will point towards them.

Press **SPACE** to go to the squad. You can now issue them orders such as moving and attacking or performing other actions.

Read about activating squads [here](#).

When a squad has finished activating for a turn (or lost its activation to counter orders), its squad tab is darkened.

Activating A Squad

- **Activation Alternatives**
- **Stationary Actions**
- **Sprinting**
- **Advancing and Making Actions**
- **Actions**
- **The LOS Assistant**
- **Attack Procedure**
- **Activation End**





Activation Alternatives

When a squad is activated, its controlling player chooses how that squad will spend its activation for the game round. While one of your squads are activated, your squad activation interface displays your available *Activation Options*:



The Activation Interface with Actions **1** and Sub-Actions **2**

To give activation orders, use the activation interface in the bottom/right part of the screen **1** or click on a target location or attack target. There are three ways in which a squad can spend its activation:

1. Stationary action
2. Sprinting
3. Advance and then perform actions

You never need to choose which way to activate, as this is initiated automatically based on how you selected the squad's movement and action orders.



Stationary Actions

A *Stationary Action* is an activation where the squad does not move to receive a bonus towards its accuracy.

To perform a stationary action, choose an action from the *Activation Interface* without having moved previously. Examples of actions are '*taking cover*' or '*single fire*'. Don't forget to select a sub-action if the selected action has any.

Many actions also require you to select a target for the action (such as an enemy squad or a location on the ground). If the first member of a squad is assigned a stationary action, all members of a squad must perform a stationary action. If the first member of a squad is assigned to move, none of the other members can remain stationary to receive the accuracy bonus.



Select a target location within ability range for placing mines

You can assign soldiers to use their standard attack action, based on weapon (normally single fire), to attack an enemy squad by clicking it without having to select an action using the buttons.

When all members of a squad have been assigned action orders, click **CONFIRM** or press the space-bar to confirm and the actions will be performed.



The 'Confirm' Button (key-bound to 'Space')
flashes when available

Only attack actions that use any form of accuracy to hit its target are affected by the stationary action bonus. The bonus is a **+2** hit modifier to accuracy.

Click here to read more about Hit Mods



Sprinting

Sprinting is using an activation to move up to twice the normal possible distance, at the cost of stamina.



Movement elements of the Activation Interface - Drawn path **3** and Walk/Sprint toggle **4**

To perform a sprint activation, click on the ground somewhere far away from the soldier to assign his movement destination to that location. The movement path is drawn along the ground between the soldier and your cursor to show the path the soldier will take to reach his destination.

*If the drawn path is red, the distance is too great for the soldier to reach in a single round. If it turns blue, this indicates that the soldier must sprint to reach the spot. Click the ground where the drawn path is blue to assign the soldier to sprint there. If the path never turns blue, make sure the **Walk/Sprint Toggle** **4** isn't set to **Walk Only**. Also check that the squad has enough stamina to sprint. *Sprinting requires 30 stamina.**

If the first member of a squad is assigned to sprint, the rest of the squad members must also spend their activation sprinting. Consequently, If the first member of a squad is not assigned to sprint, none of the other squad members are allowed to sprint either.



All soldiers have been given a movement destination. Now hit **CONFIRM**

When all members of a squad have been assigned a movement destination, **CONFIRM** to make them move there.

When sprinting, a squad is able to move twice as far compared to a normal advance. They also gain a 'moving target' bonus for one full round, which makes them slightly more difficult for the enemy to hit. *Sprinting also reduces the squad's stamina by 30.*

The squad can't sprint if sufficient stamina is not available. If a squad is forced to sprint so that its stamina is reduced to below 50 (full stamina is 100), the squad loses an equal amount of morale.



Advancing and Making Actions

Squads can also make a normal movement followed by an action. This allows you to advance cautiously and to be able to fire upon your enemy before he gets the chance to fire upon you.

To make an advance followed by an action, begin by making a *normal movement*. To make a normal movement, click anywhere on the ground close to the selected soldier. Where the drawn path is still white, the soldier can move without having to sprint. If you want to make sure that your soldier does not sprint, toggle the **Walk/Sprint Toggle** to **Walk Only** in the Activation Interface.

When all soldiers have been assigned a movement destination, hit **CONFIRM** to make them move there. All soldiers must move before any soldier can perform their actions.

Once all soldiers have moved, they will be activated again. This time they can only be ordered to perform actions. Select each soldier's action from the Activation Interface and select targets for abilities which require a target. When all soldiers have been assigned actions, **CONFIRM** to make them execute the orders.














Actions Interface with Actions and Sub-Actions

Next: *Actions and example Sub-Actions.*






Actions and Sub-Actions

There are **7** basic types of actions in *Team Assault* which soldiers can perform. These basic actions often have various sub-actions, based on the soldiers weapons and equipment. These **7** basic actions, with some examples of sub-actions, are as follows:

- 1**  **FIRE** - Attack a target with the soldier's current weapon. Must be given a target enemy squad/soldier in line of sight.
 - SUB  **Single Fire** - This is the standard fire mode for most weapons. It fires a few rounds (or rockets etc. based on weapon type) on the targeted enemy squad.
 - SUB  **Automatic Fire** - Automatic fire has decreased accuracy, especially over range, but fires more rounds and deals double-damage to morale.
- 2**  **GRENADE** - Throw an available grenade at target location. Must be given a target location within range.
 - SUB  **Throw Smoke Grenade** - Throws a grenade which creates concealing smoke in a target location within 15 meters. Smoke blocks line of sight and while being more difficult to be hit by the enemy, soldiers in the smoke area have reduced accuracy.
 - SUB  **Throw Frag Grenade** - Throws an explosive grenade on a target location within 15 meters.
- 3**  **EQUIPMENT ACTION** (*Icon changes based on equipment*) - Use soldier's special equipment, if fitted. Must be given a target location within range and line of sight.
 - SUB  **Mine Sweep** - Reveals all mines and explosives within 15 meters of the soldier and removes all within 10 meters.
 - SUB  **Place Mines** - Places mines on target location within 5 meters. Mines detonate when soldiers move across them (*friend or foe*).
- 4**  or  **FIRST AID** (*Icon changes for Medics*) - Try to save a wounded comrade. All soldiers can do this, but medics do it better. Only available when there are nearby wounded soldiers.

Actions and Sub-Actions ...

- 5  **TAKE COVER** – The soldier throws himself to the ground, making it difficult for enemies to hit with aimed weapons.
- 6  **CAPTURE** - The soldier captures a nearby Control Point. *Only available while there are neutral or enemy Control Points nearby.*
- 7  **SAVE ACTION** - This is not actually a pure action, but rather choosing *not* to use the soldier's action during the activation, making him able to perform counter-actions, if needed.



The LOS (Line-Of-Sight) Assistant

Using the control ('Ctrl') key, you draw a line between your currently active squad (or any other squad, friend or foe) and any enemy squads to which it has a clear line-of-sight. This is a very useful tool for quickly finding available attack targets or to check if your squad is sufficiently hidden or not.



Hold 'Ctrl' key to draw Line-Of-Sight to enemy squads



Attack Procedures

It's quite likely that you will use most of your actions to attack enemy squads. Attacking enemy squads also follows a slightly different procedure than those actions performed without enemy interaction. Therefore, the attack procedure will require a more in-depth explanation.

You would usually attack an enemy by shooting at them or by throwing grenades at them. The flow of actions when *attacking* follow this pattern:

1. The attacker selects one or more attack actions with the activated squad and targets one or more enemy squads with them.
2. The attacker executes the orders. His squad attacks the defender's squad(s).
3. The defender's non-wounded, non-killed soldiers in the attacked squad(s) with saved actions (i.e. still have actions available) are allowed to make *Counter-Orders*.
4. The attacker's non-wounded, non-killed soldiers in the counter attacked squad with saved actions are allowed to make *Counter-Orders*.

After all (if any) counter-orders have been dealt with, the attack procedure is over.



Activation End

When a squad has completed performing its actions, or is finished moving if sprinting, it can't do anything further during its activation and so its activation immediately ends. The next squad ready for activation in order of initiative is automatically activated.

If the squad was the last squad to be activated, that round is finished and a new Reinforcement Phase takes place before any further squad activation order starts over.

Counter-Orders

- When and How
- Advantages/Disadvantages
- Counter-Actions

When and How

Squads can be given the opportunity to make counter-orders when directly attacked by an enemy squad, but only if any or all of the squad's soldiers have not yet used their action for the current game round. If your squad is allowed to perform a counter-action, it will be immediately after being attacked and your *Activation Interface* will display all available counter-orders.

Performing a counter-action counts as the squad's activation for that turn if they have not yet been activated. If you do not wish to perform a counter-action, select the **SAVE ACTION** counter-action command. This will allow the squad to activate as normal later in this turn.



Choose your counter order. An arrow is drawn from the source of the attack

Since counter-orders are given in response to enemy fire where instructions must be given instantly, all members of the squad will perform the given counter-order. You do not give individual soldiers orders for counter-actions. Counter-orders require *Confirmation*.



Advantages/Disadvantages

ADVANTAGES: The primary advantage in using counter-actions is that a squad may be allowed to perform its round's actions *before it would normally be able to*.

If an Initiative **1** squad is attacked by an activated squad with initiative **8**, it will still be able to perform its counter-action as a direct response to the enemy attack. This is good if you suspect that your enemy will continue attacking your squad and you wish to use your actions before too many soldiers are gunned down.

If you have already been activated for that round and are attacked, this is your chance to use any actions still available amongst your soldiers in the squad being attacked.

DISADVANTAGES: The disadvantages with using counter-actions are, as previously mentioned, that you must give the same order to the complete squad and there are actions which cannot be initiated as counter-actions; like placing mines. Also, sub-actions are chosen by the soldier.

For example, the **RETURN FIRE** counter-action is initiated using single-fire, unless the enemy is very close, in which case your soldiers always will return fire using automatic-fire, if possible.

As mentioned earlier; making a counter-action with a squad will count as the squad's activation for that round and all the squad's members will have used their available actions. This lets the enemy know that the squad is no longer capable of making counter-actions to attacks from other squads, making them a good target for further fire.



Counter-Actions

There are four counter actions available. All soldiers in the squad will use the action if they still have their action for the round available.



Counter-Actions



RETURN FIRE - The squad's members use their equipped weapons to return fire against their attackers with the **FIRE** action and a fire mode of their choice.



FALL BACK - The squad makes a single round's sprint towards their Deployment Zone and then automatically regroups. *Only possible if all squad members have their actions available.*



TAKE COVER - The soldiers throw themselves onto the ground, using the **Take Cover** action.



SAVE ACTION - *This is not a counter-action; it's passing the counter-order and therefore does not prevent the squad from activating or making other counter-orders as normal later on in that round.*



Movement, Encumbrance and Stamina

- Movement Path and Range
- Soldier Encumbrance
- Stamina

Movement Path and Range

All squads have a Movement Range between 30 meters down to, if heavily encumbered, approximately 15 meters. This is how far the soldiers can move within a normal advance in any single turn.

Soldiers can initiate a Sprint move during their activation, while retreating or falling back. *Sprint moves have double movement range compared to a normal advance.*



Movement path is drawn between active soldier and your cursor

Movement Path and Range ...

When you are ready to move a soldier, a path is drawn on the ground between the selected soldier and your mouse cursor, if the cursor is hovering the ground. If the **Walk/Sprint Toggle** is set to **Sprint Available**, the drawn path will turn *red*, whilst the location over which your cursor is hovering is too far away to be reached using a sprint move. You can click on that location, and the soldier will try to move as far as he possibly can, but you will be required to spend more than one turn to get there.

If the path is *blue* while hovering over a location, the soldier can move to that point in a single turn's sprint. If you want to make a normal advance and be allowed to perform actions after that movement, advance to where the drawn path is white. By toggling the **Walk/Sprint Toggle** in the Activation Interface to **Walk Only**, a soldier will never be assigned to sprint. Possible destinations will be limited to be within a normal advance range.



The **Walk/Sprint Toggle** - Left is **Walk Only**, right is **Sprinting Available**. Click and hit **SHIFT** to toggle.

Soldiers have individual movement ranges, but they can never move further than their squad's **Movement Range**. A squad's Movement Range is equal to its slowest member's Movement Range. This means that a slow member of a squad can never lag behind due to a low Movement Range.

If the slowest soldier(s) in a squad is killed, the squad's movement range will increase.



Soldier Encumbrance

A soldier's individual movement range is based on how encumbered he is. A soldier's encumbrance depends on the gear he is wearing. Some of the outfits are heavy and inflexible, encumbering the soldier wearing them.

All weapons have an encumbrance value which increases soldiers' encumbrance, whilst all equipment which can be given to soldiers also affect their encumbrance factor. A soldier's complete gear-set encumbrance becomes the soldier's encumbrance.

A soldier's normal *unencumbered* Movement Range is 30 meters, whilst for each 5 encumbrance points added, his movement range will lessen by 2 meters. This reduction is calculated before doubling for Sprint Range, so effectively, every 5 encumbrance points will reduce the soldier's sprint range by 4 meters.



The Movement Range value is based on Encumbrance

However, there is a Discipline, *Physical Endurance*, which make soldiers more resistant to encumbrance, enabling them to be twice as encumbered before losing Movement Range and reducing the cost of Stamina for Sprinting to 20. Use this Discipline if you like equipping your soldiers with lots of gear, but don't want slow moving squads.



Stamina

A squad initially begins with 100 points of Stamina. When a squad sprints, it costs the squad 30 stamina. At the end of each round, squads restore 10 stamina. If it recovers, which it does if not sprinting or being engaged in combat, it restores 20 stamina.

If a squad does not have sufficient stamina left to make a Sprint, the squad cannot Sprint; not even if retreating in panic.



Squad loses Stamina after it has Sprinted into position

A squad's mental health is worn down when forced to run too much. When a squad's Stamina is reduced to below 50, the squad suffers an amount of Morale damage equal to how much Stamina below 50 which it was reduced.

If, for example, a squad with 60 stamina sprints, the stamina would be reduced to 30, and the squad would take 20 damage to its morale. If reduced from 40 to 10 stamina, the squad suffers 30 damage to its morale.

So be careful not to push your squads too hard to get them into combat, lest they won't have enough Morale to engage in the fight effectively and/or a greater chance of having their Morale broken.

Morale


- Representation of Morale
- Damage to Morale
- Recovering Morale
- Low Morale
- Panic and Counter-Orders
- Regrouping





Representation of Morale

Soldiers' morale in combat is a complex system, and in *Team Assault* it has been abstracted to a single bar - the *Morale Bar*. Each squad has a Morale Bar above the squad, in the squad's info and on its tab, which is initially green; representing good mental health.

The amount of morale a squad begins with depends on the squad's Leadership, which roughly equals its Squad Leader's *Initiative Value* . Squads begin by default with 50 + Leader Initiative x10 Morale, giving squads a total of between 100 and 150 starting Morale. *While a squad's Morale is undamaged, the Morale Bar is full.*



Squads with varying levels of morale

While deployed, your squads will experience many dangerous situations and under great pressure. There are several things which will wear your squads' morale down; forced marches, enemy fire, loss of comrades etc.

When your squad's morale is too damaged, their Morale Bar turns yellow or even red, and they perform poorly in combat whilst being in danger of having their morale broken when attacked. A squad with broken morale is considered *panicking*; acting on instinct and not responding to your orders.

Squads' Morale Bars become *yellow* when at below 50 morale and *red* when at below 25 morale. This table summarizes the levels of morale:

Morale	Bar colour	Break risk
50+	Green	0%
25-49	Yellow	40%
0-24	Red	80%

If kept out of combat, squads will recover their morale and will eventually regroup if panicked.



Damage to Morale

As mentioned earlier, several situations can damage a squad's morale:

- **UNDER FIRE** - All weapons deal morale damage to the squads they are attacking; some more than others. Each weapon has a *Morale Damage* value. Automatic fire deals double- damage to morale. This occurs even if they don't hit the enemy, as the awareness of *possibly* being hit is enough wear down the soldiers' morale.
- **LOSS of COMRADES** - If a soldier in a squad is wounded or killed, this affects the whole squad's morale. The amount of morale lost is based on the number of soldiers in the squad at the time the soldier is injured. This makes small squads suffer more from the loss of comrades. If soldiers are killed, the squad suffers more instant morale damage, whilst having soldiers wounded leaves the player with a tough choice.
- **ABANDONING the WOUNDED** - If a soldier in a squad is wounded, his comrades can either attempt to save him using first aid or leave him behind. Leaving him behind lets your squad move on, not being stuck in one spot, but at the cost of severe morale damage. Leaving a wounded comrade behind totals for a higher loss of morale than having a soldier instantly killed.
- **LOSS of SQUAD LEADER** - If a Squad Leader dies, this causes confusion and disorder in the squad, causing it to suffer a heavy blow to the squad's morale. *Try keeping your Squad Leaders away from enemy fire.* This effect can be delayed using *2nd Squad Leaders*. They take the role as Squad Leader if the original leader is killed; not triggering this effect until the new leader is killed.
- **FORCED SPRINT** - As mentioned earlier under *Morale*, *Encumbrance* and *Stamina*, forcing your squads sprint so that their stamina drops below 50 also damages the squad's morale equal to the amount of Stamina reduced below 50.



Squads become exhausted after several turns of Sprinting

Damage to morale can never cause a squad to have below 0 morale, in which case its Morale Bar will be empty.



Recovering Morale

Squads recover morale at the end of each game round. The amount of morale they regain depends on if the squad recovers or not. For a squad to recover, it must not be engaged in combat throughout the last round; neither as attacker nor being attacked and must not have sprinted.

If a squad recovers, it recovers 20 + squad Initiative Morale. If it does *not* recover, it only recovers an amount of morale equal to the squad's Initiative. *Recovery of morale can never cause a squad to have more morale than its starting/maximum morale.*



Low Morale

While having low morale, squads have decreased accuracy. When having a yellow Morale Bar, squads suffers a -1 accuracy modifier. While at red morale, they have a -2 accuracy modifier. Also, squads with low morale are unreliable. They might have their morale broken when attacked. After resolving the morale damage from an enemy attack, if the squad's morale is yellow, there is a 40% chance that the squad's morale becomes broken. If the morale test is passed, the squad does not have to make a new morale tests this round unless its morale was yellow and goes down to being red. Squads with red morale has 80% chance of having its morale broken instead.



Panic and Counter-Orders

When a squad's morale is broken, the squad is considered to be *panicking*. A squad in panic does not act on your orders; instead they act on instinct, both for Counter-Actions to the attack that broke their morale and for their activation.



Squad having it's morale broken and firing in panic.

The *Counter-Order* a squad follows when panicked is determined at random among the *Counter-Actions* normally available. However, squads in panic *never save their actions*. The panic counter actions are as follows:



PANIC FIRE - The '*Return Fire*' counter-order. The soldiers shoot back using their primary weapons.




PINNED - The squad follows the '*Take Cover*' counter-order.



RETREAT - The '*Fall Back*' counter-order. The squad sprints towards it's Deployment Zone until reaching it or regrouping.

The chances of which specific panic counter-order a squad uses are modified by a number of variables:

- 1. WEAPON PINNING VALUE** - All weapons have a '*Pinning Modifier*' value . This increases the chances that squads will be pinned when panicking. Negative value increases the chance of a squad retreating.
- 2. IN COVER** - Squads in cover have an increased chance of being pinned.
- 3. CLOSE-COMBAT** - Squads attacked at very short range have an increased chance of retreating.

If a squad panics, and the squad has no member with its action available, its panic counter-action will be delayed until they activate the turn after and the squad will not be able to regroup before making its panic activation. '*Panic Fire*' panic counter-actions which are delayed are treated as '*Pinned*'.

While panicking, when a squad activates, it will be allowed to initiate a Morale Test. Squads at green morale always pass their Morale Test. If the test fails, the squad will continue acting in panic. Squads which are pinned will either continue being pinned or begin to retreat. *Retreating squads will continue moving towards their Deployment Zone.*



Regrouping

If the Morale Test which is initiated when a panicking activated squad succeeds, the squad regroups. A squad which regroups is allowed to act as normal and be given orders from its controlling player.





Accuracy Modifiers, Penetration & Injuries

- **Accuracy modifiers**
- **Penetration**
- **Area of effect attacks**
- **Injuries**
- **Wounded soldiers and first aid**



Accuracy Modifiers

When a soldier is shooting at an enemy squad, the number of shots fired are equal to his weapon's *Single-Fire Count* value  if fired with single fire, and *Automatic-Fire Count*  if fired using Automatic-Fire.

The chance to hit for each shot is based on the *Accuracy Modifiers*, or '*mods*', the shot attains. There are many circumstances which add accuracy mods to an attack. Mods can be either *positive* or *negative*, adding or subtracting to the shot's total modifier value. Factors which may add mods to an attack are as follows:

1	Stationary	Remaining stationary whilst firing grants a +2 mod as an <i>Aiming Bonus</i> .
2	Close-Combat	When attacking at very close range, attacks are granted a +2 mod.
3	Weapon Base Accuracy	Weapons have a <i>Base Accuracy</i>  value which adds a mod with an equal value, mostly positive, although occasionally negative.
4	Disciplines	Some Disciplines add mods. <i>Drilled Marksmen</i> for example, attain a permanent +1 mod, whilst other Disciplines are based on the situation.
5	Range	Weapons have an <i>Accuracy Range</i>  value. Each time half of that distance is exceeded for an attack, the attack suffers a -1 mod to Accuracy.
6	Automatic-Fire	<i>Automatic-Fire</i> attacks are performed with a negative mod equal to the weapons <i>Recoil</i> stat value  and the negative modifier for range is doubled.
7	Heavy Weapons	Some weapons have a heaviness or <i>Weight</i> value  . This means that the weapon is heavy to handle and suffers negative mods whilst moving and firing.
8	Moving Target	Attacks against a squad which <i>Sprinted</i> during its activation have a -1 mod.
9	Target Taking Cover	Attacks against a squad which used the <i>Take Cover</i> action during its activation, or as a counter order, have a -2 mod.
10	Target in Cover	Attacks against a target in light, medium or heavy cover suffers a -1 mod in addition to the other benefits covers provide (see <i>Penetration</i>).
11	Low Morale	A squad with <i>yellow</i> morale bars suffers a -1 mod to its attacks and -2 if the morale is <i>red</i> .
12	Smoke	Attacks made by soldiers in smoke or at soldiers in smoke suffer a -2 mod.

After all mods have been added, the mod value sum is compared to a *Hit Chance Table*, which will show the chance to hit with each shot fired. If the total mod is 0, the chances to hit are 50/50, then the first total mod, positive or negative, adds or subtracts 10%.

The second total mod adds or subtracts an additional 9%, whilst the third an additional 8% and so forth. However, this calculation is not true for the top and bottom of the table; the highest hit chance is limited to 95% and the lowest hit chance is after 5% decreased by only 1% to a minimum of 1%.

Please do note that there is always a chance to hit and always a chance to miss, regardless of distance or circumstances.

Mod total	Hit chance
>+5	95%
+5	90%
+4	84%
+3	77%
+2	69%
+1	60%
+ -0	50%
-1	40%
-2	31%
-3	23%
-4	16%
-5	10%
-6	5%
-7	4%
-8	3%
-9	2%
<-9	1%

The Hit Chance Table by mods






The feedback when hovering attack targets displays your chances of success


To examine your chances to hit, observe the *hover feedback* which appears when you hover over an enemy target with an attack-action (with associated risks of the target being saved by its outfit and cover). If you don't want to go through all the numbers by yourself, there is an overall chance of injuring the target calculated above it.



Penetration

When a shot has hit its intended target, a *calculation of penetration* is performed. Penetration is basically the weapon's ability to penetrate the target's outfit and any covers that may affect the projectile in its path.

All weapons have a *Penetration Value* , normally ranging from between 1 to 4. This value is then reduced by 1 for each time the attack range exceeds the weapon's *Penetration Range Value*  in meters. If the attack's final penetration then exceeds a hit target's outfit's *Armour Value* , then the outfit has no chance to save its wearer and so the target is injured.

If the attack's final penetration is lower than the outfit's Armour Value, the outfit has a chance equal to its *Cover Chance Value*  to block or deflect the attack, saving its wearer. If the final penetration is equal to the Armour Value, then the outfit has *half* its cover chance to save its wearer.



Hovering a target in cover. Feedback displays cover's Cover Chance **1** and Stop-Force values **2**


Covers may also affect a projectile, either reducing its penetration or even halt it in its path. When a cover is in the line of fire for an attack it has a chance equal to its *Cover Chance Value* **1** to affect the projectile. If there are multiple covers along a projectile's path, only one amongst the most effective covers has a chance to affect the attack.

If the cover does not affect the projectile, it has no chance to stop it or reduce its penetration. If the cover affects the projectile, its current penetration (with reduction for range) is further decreased with an amount equal to the cover's *Stop-Force Value* 2

If the attack's penetration is reduced to 0 or less by the cover's *Stop-Force*, the projectile is stopped by the cover. If the attack's penetration is not reduced to 0 or less, the loss of penetration still affects the attack, possibly lessening the attack's penetration low enough to be stopped by the target's outfit.




Area of Effect (AoE) Attacks

A weapon with an *Area of Effect* value  makes Area of Effect (AoE) attacks. AoE attacks are able to hit all targets within a blast radius around their impact points. Their chance to hit its intended target is calculated similar to other attacks, but if they miss, the shot is not wasted; instead the impact point deviates to a random spot on the ground somewhere around its intended target.

The maximum distance a missed AoE attack can deviate is based on the range from the attacker to its intended target.



AoE attacks can be devastating to tightly spaced squads

When an AoE attack hits an intended target or deviates, it hits all soldiers within a radius from the impact point equal to the weapon's 'area of effect' value . AoE attacks do not lose penetration from range, and loss of penetration from covers are calculated from the point of impact rather than from the attacker. The attack only has full penetration in the centre of the AoE.


At the edges of the blast, the penetration is 0. In between, the full spectra of integer values of penetration are included. For example, if a penetration 3 and AoE 8 attack hits a point, hit targets within 2 meters from the point of impact will suffer a penetration 3 hit, targets within 2-4 meters a penetration 2 hit, 4-6 meters a penetration 1 hit and within 6-8 meters a penetration 0 hit, always being able to be saved by its outfit.

NOTE: *AoE attacks can also hit friendly forces!*



Injuries

If a soldier is hit by an attack, and is not saved by cover or his outfit, the soldier is injured. An injured soldier can get either killed or wounded, but is *always* taken out of action.

The chance of the soldier being killed is based on the weapon's *Kill Ratio Value* . If a soldier is killed, it causes more instant damage to the squad's morale. An injured soldier must be taken care of or be left behind; causing the squad to lose even more morale than if the soldier would have been killed immediately.



Wounded Soldiers and First Aid

Wounded soldiers are taken out of action and can't attack or be attacked. If their squad moves too far away from them or is eliminated, they are left behind and die.

While soldiers have a wounded soldier within their squad or are close to wounded soldiers from other squads, the action to perform *First Aid* becomes available. If a soldier spends his action using first aid, he has a 25% chance to save a wounded soldier.

Soldiers will prioritise saving soldiers from their own squad. There is also a 25% risk that the wounded soldier dies (or is diagnosed to not have any chance of survival) from the first aid attempt. This leaves a 50% chance that the soldier fails to make a diagnosis, leaving the wounded soldier's status unknown. Therefore, try using several soldiers performing first aid attempts to minimise your risk of having to stay and perform first aid again the round after.



A squad with a wounded soldier



The First Aid action

Any soldier carrying the *Medic Kit Equipment* is considered a medic. Medics never fail to make a diagnosis and have a 75% chance of saving soldiers, although of course, they still have a 25% risk of leaving the wounded soldier dead.

If a soldier dies from a First Aid attempt, this does not further damage the squad's morale. Instead, saving a soldier using First Aid restores the morale lost by his being wounded, in addition to returning 100 CR to your CR Pool, which you can use to deploy new squads.

Ammo and Munitions Supply Points

- **Ammo Consumption**
- **Munitions Supply Points (MSP)**
- **Side Arms**



Ammo Consumption

Whenever a soldier fires his weapon he reduces his squad's ammo of the same type required to fire the weapon. Firing with automatic-fire requires and consumes double the amount of ammo. **1** unit of ammo is required for single-fire, whilst **2** units are required for automatic-fire. A soldier can't fire his weapon if it does not have the required ammo available.

Ammo is carried collectively across squads, but to a maximum cap based on the number of soldiers left in the squad and their outfits carrying capacity. If soldiers are lost in action, the squads total carry capacity will in turn drop, whilst abundant ammo will be dropped.

To inspect a squad's available ammo and munitions, examine the list on the right side of the *Squad Info Interface* (click the Squad's icon in the *Soldier Interface* to open it). Available grenades will also be listed here.



Munitions Supply Points

MSP's can often be found on the map. They have a round black and white icon above them with two crossed bullets. If a squad has at least one member within the MSP's re-supply radius at the end of a turn, the squad's ammo will be refilled to its current maximum carrying capacity. Aim for MSP's when a squad has (or is close to running out of) ammo.



Side Arms

If a soldier is given another weapon other than his pistol, he will still carry his pistol with him as a sidearm weapon. Whenever a soldier runs out of ammo for his primary weapon, he will automatically switch to his sidearm weapon.

The sidearm weapon also requires ammunition. Squads are equipped with two additional units of pistol ammo per soldier, in addition to it's total carrying capacity. If a squad also runs out of pistol ammo, soldiers without ammo for their primary weapons won't be able to fire at all, until ammo is refilled at an MSP.



Game Modes and Victory

- Capturing Points and Primary Goals
- Area Control
- Annihilation

Capturing Points and Primary Goals

Whichever game-mode you're playing, capturing Control Points is of great importance. They give you additional resources to deploy new squads with and reduce your opponent's control score in Area Control matches.



A squad moving in to capture a Control Point

To capture a *Control Point*, you need at least one soldier within capture range to perform a 'capture' action. Hover a control point with your cursor to see its capture range **1**. If your soldier is within it and the Control Point is neutral or belongs to your enemy, a 'capture' action becomes available **2**. When your soldier performs the 'capture' action, any Control Point within capture range will be captured and now under your control.

You can't capture a Control Point if it belongs to the enemy and he also has soldiers within capture range of the Control Point, as these soldiers are considered to be guarding the Control Point. The capture action is however performed after all other actions, so if the enemy is guarding a Control Point, you may attempt to capture the control point with one soldier and try to eliminate the guarding enemies with the rest of your squad.

If all guarding soldiers are killed or wounded, they will no longer be able to guard the Control Point from your capture attempt. If any enemy soldier able to fight remains within the Control Point's capture range, your capture attempt will fail.



Enemy soldiers guarding Control Points have blue hands among their status icons

Remember that you can also guard your own Control Points. This can be useful when you really want to avoid losing any Control Points.

Capturing and controlling Control Points is the key to victory in many game-modes. It puts pressure on your enemy and grants you additional resources which can be used to keep up the pressure. *Try to gain and maintain control of the battlefield in all game modes to win.*



Area Control

Area Control is the primary game-mode in *Team Assault* and the game-mode we recommend for multiplayer games. The two forces fight for the control over the battlefield and their level of control is measured in *Control Score* which is displayed at the top/left corner of the screen. The *blue* score is yours and the *red* is your enemy's.



*Scoreboard, your CR
and control points
overview*

How much control score each player begins with is set in the *Match Options* before the game starts. Possible starting values are 50, 100 or 150 Control Score. At the end of each game round, the player controlling the fewest Control Points on the battlefield loses 10 Control Score for each Control Point less he controls than his enemy.

If a player's Control Score is reduced to 0, that player's superiors do not consider the battle worth finishing and that player loses the game. The other player stands victorious.

When playing Area Control, players can also win on the *Victory Conditions for Annihilation*.



Blitzkrieg

In Blitzkrieg you have to capture all Control Points (CP) on the map to achieve victory. CP's still provide you with more resources the more of them you control until you go for the win.



Deathmatch

Deathmatch differs greatly from the other game modes in that it's about *inflicting damage* on your opponent's forces. For each enemy soldier taken out of action, a player's score is reduced by **1** at the end of that game round. When a player's score reaches **0**, he\she has lost the game.

This opens up a totally different theatre of strategy, since you will have to focus on keeping your soldiers alive. Bringing fewer but better equipped soldiers to the battlefield is a good idea, but be careful; you will still lose the game if you are *Annihilated*.

Deathmatch can be played with either 25 or 50 take-outs required for victory. CP's will provide you with CR as normal



Annihilation

Annihilation is played *without* Control Score. Control Points are still available however, but their purpose is solely to provide the player controlling the battlefield with additional resources.

Eliminate all of your opponent's squads, including those that enter the battlefield as reinforcements, to achieve victory.

Building Your Own Force Using The Force Builder

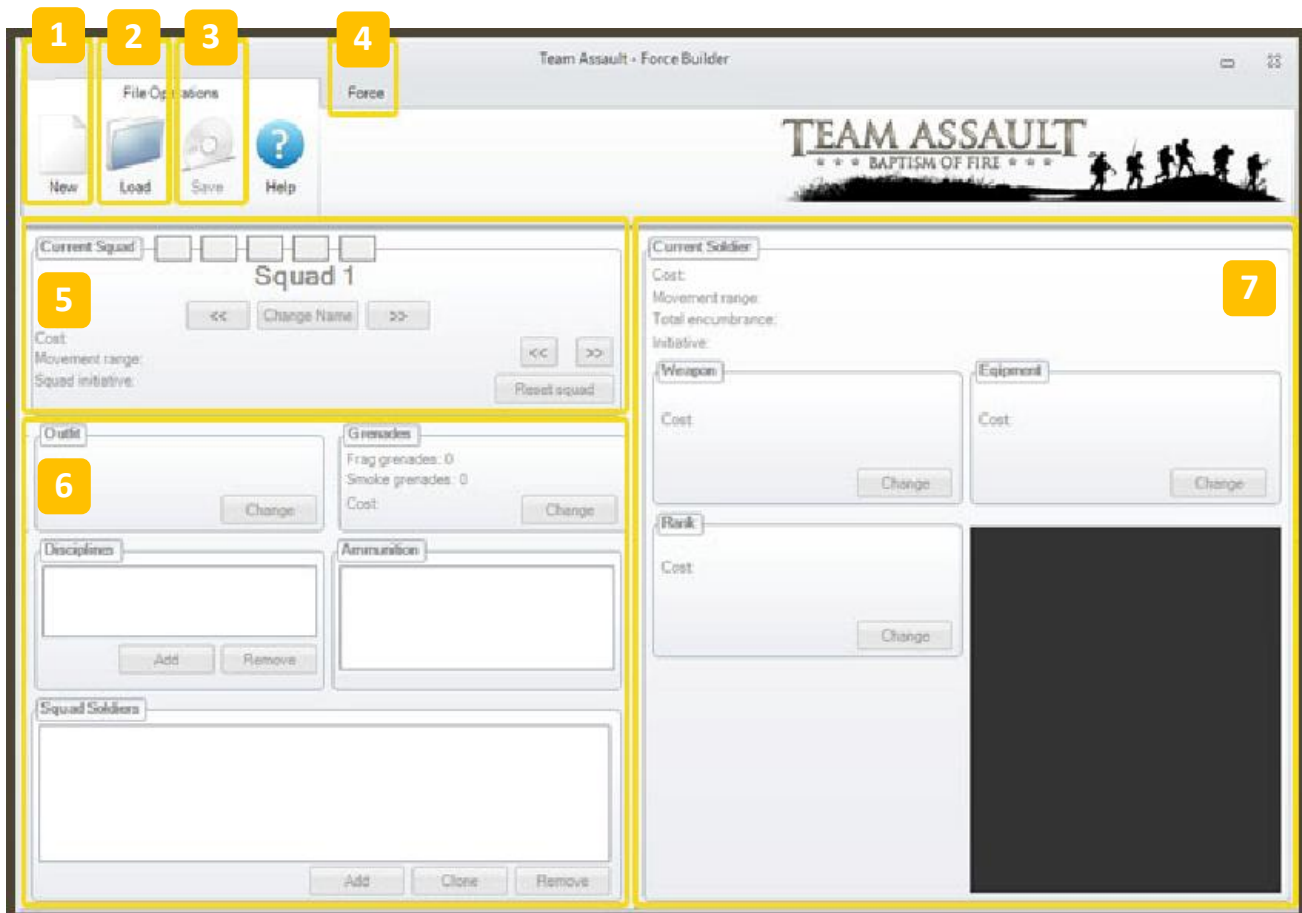
- **Starting the Force Builder**
- **Creating a New Force**
- **Load an Existing Force**
- **Squad Customisation**
- **Soldier Customisation**
- **Next Squad**
- **Force Description**
- **Saving Your Force**
- **Sharing Forces**



Starting the Force Builder

The Force Builder is where you can create your own forces to use in Skirmish or Multiplayer games. It is a stand-alone program and can be run without you having to install or running the actual game. Use the TA-ForceBuilder.exe application in your Team Assault game folder to start the Force Builder or start it from the in-game *Main Menu* (this will minimise your game and start the Force Builder program).

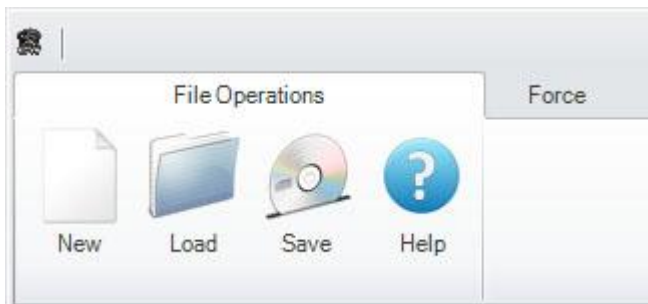
When you have opened the Force Builder, the program window should look something like this (depending on your operative system):



The Force Builder Interface - Your force customisation tool

- 1 NEW FORCE** - Opens a new, minimal force without any changes made to it. It's all yours for editing.
- 2 LOAD FORCE** - Opens a force which was included in the game, which you've downloaded or which you've previously created.
- 3 SAVE FORCE** - Saves your changes when you are finished editing the force.
- 4 FORCE OPTIONS** - Open this tab to find the 'Force Description', which lets you enter a short description of the force.
- 5 SQUAD SELECTION & INFO** section - This is where you select which of the force's squads to edit and basic information about the selected squad.
- 6 SQUAD CUSTOMISATION** section - This is the part of the interface used for customising the squads upgrades.
- 7 SOLDIER CUSTOMISATION** section - This is where you customise individual soldier's gear and rank. There is also a 3D preview of the soldier.

1 Creating a New Force



File Operations and Force Options Menu

When the Force Builder starts, no force will be open for editing. To create a new force click the 'New' button at the top left corner of the Force Builder, then select if you wish to create an Allied or an Axis force.

This opens a minimal force; 5 unnamed squads with 2 private rank soldiers in each, equipped with only the basic gear. Choice of faction will affect which upgrades you will have available for your force. The first squad available will automatically be selected for customisation.

2 Load an Existing Force

If you do not wish to create a new force from scratch, instead load an existing force using the 'Load' button next to the 'New' button. This will display a list of all forces in your game folder that you can open. Select the force you wish to open by clicking it, then click 'Load' to open it.

5 6 Squad Customisation

There are 5 squad templates for each force. These are the 5 squads you will be able to choose between when you buy squads in-game. The first squad template will automatically be selected for customisation when a force is opened.

When customising your squads, keep an eye at the *Squad Selection* section 5 so that your squads don't get too expensive. The cost is the CR cost to deploy the squad in-game. A squad costs 200 CR + 50 CR per soldier, and then upgrades has listed costs too. Expensive squads will limit the number of squads you can deploy.

You must have at least 1 squad that costs below 1000 CR or you won't be able to initially deploy any squads in some game-modes.

There are several items which can be customised for a squad:



Squad Selection and Info section

SQUAD NAME - Click the 'Change Name' button to be able to enter the selected squad's name. This name will be used to identify the squad when deployed in-game. It will begin with a number (1st, 2nd etc.) which will indicate the order in which the squad was bought, in case the player buys multiple squads of the same type.

SQUAD ICON - Click the large icon to the right in the squad selection interface 5 to open a window with all squad icons available. Click one of them, then click 'OK' to select the icon as the squad's dedicated *Squad Icon*. This icon will be used to represent the squad type in-game.

Squad Customisation section

OUTFIT - In the squad Customisation Interface section **6** 'Outfit' section to the top left, click the 'Change' button to open a window where you can choose an outfit for your squad from a drop-down list. Hover over the small icon for statistics if you wish to see which stats are affected. When you are satisfied with your outfit selection, click 'OK' to equip the squad.

GRENADES - The 'Grenades' section is next to the Outfit section. Click the 'Change' button to open a window with two sliders with which you adjust the number of grenades your squad will carry collectively.

DISCIPLINES - The 'Disciplines' section is below the Outfits section. Click the 'Add' button to select which Disciplines to add to the squad from a drop-down list. You can add any number of Disciplines to a squad. Note that the 'Conscripts' discipline can't be combined with any other Disciplines. To remove a Discipline, select one of them from the list of used Disciplines and then click 'Remove'.

Squad soldiers

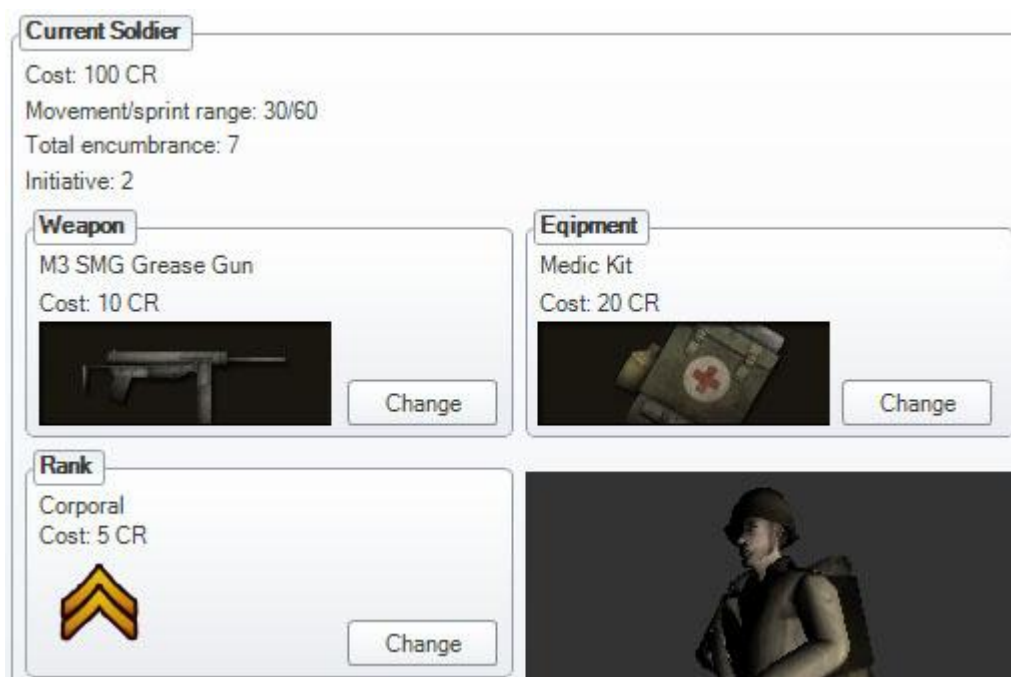
NUMBER OF SOLDIERS - At the bottom of the Squad Customisation Interface section **6** you will find a list of the squad's soldiers. For a new squad, there should be 2 soldiers available. Click the 'Add' button to add more soldiers to the squad. *A squad cannot have less than 2 soldiers, or more than 8.*

If you intend to have the same gear on a new soldier as on an existing soldier, select the existing soldier in the list and click the '*Clone*' button to create an identical soldier, except for rank. To remove a soldier, select him in the list, then click '*Remove*'.

While a soldier is selected in the list, he is also open in the Soldier Customisation Interface section in the right-hand area of the interface **6**

7 Soldier Customisation

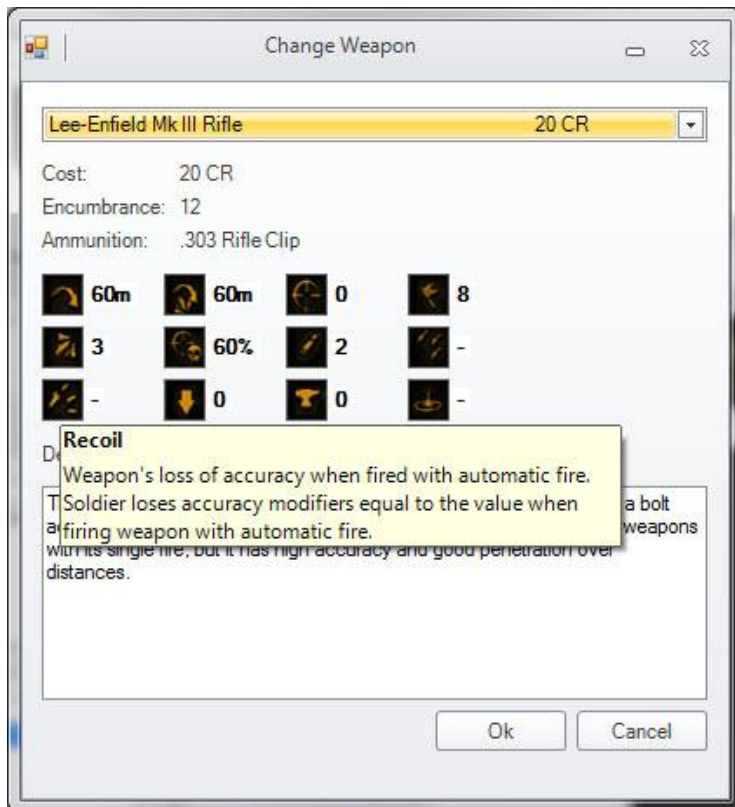
While a soldier is selected in the Squad Customisation list, information and customisation options for him will be available in the right-hand part of the screen. As for squads, you can keep an eye out here for the soldier's total addition to the squads CR cost. You can also examine the soldier's total *Encumbrance*, *Movement Range* and *Initiative*.



Soldier Customisation section


WEAPON - In the '*Weapon*' section, click the '*Change*' button to open a window where a drop-down list displays all available weapons the soldier can be equipped with, sorted by weapon class. Click one to view its stats.

Hover over the stats to read descriptions. When you are satisfied, click the '*OK*' button to equip the soldier with that weapon. If another weapon other than a pistol is selected as the soldier's equipped weapon, the soldier will still carry a pistol as his Secondary Weapon, in the event he runs out of ammunition for his Primary Weapon.



Change Soldier Weapon

EQUIPMENT - The 'Equipment' section is next to the Weapon section. Some weapons, such as heavy machine guns and flame throwers are considered to be 'cumbersome', not allowing the soldier to also carry any other equipment. In other cases, click the 'Change' button to open a window where you can select Equipment from a drop-down list. *Read the descriptions to see what they do.*

RANK - The first and the second soldier in a squad can be given higher ranks than private. You can do this by clicking the 'Change' button. The second soldier can only be given ranks below the first soldier's rank, unless the first soldier is a private. If the second soldier has a higher rank than private, he is considered as being a '2nd Squad Leader' and will be able to take command of the squad if the first squad leader is killed. Rank affects the soldier's initiative  which in turn affects the squads initiative.

Don't forget to customise all your squad's soldiers.

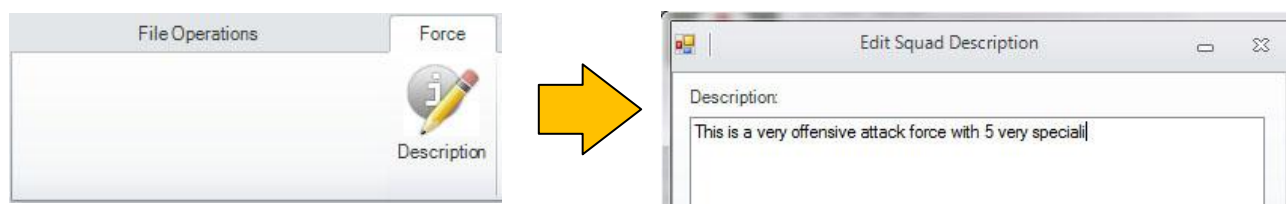


Next Squad

When you are finished with customising the squad and its soldiers, *don't forget to customise all 5 squads that make up your force.* To select another squad, either click the arrow buttons to the sides of the 'Change Name' button, or click the small Squad Icons at the top of the Squad Selection Interface.



Force Description



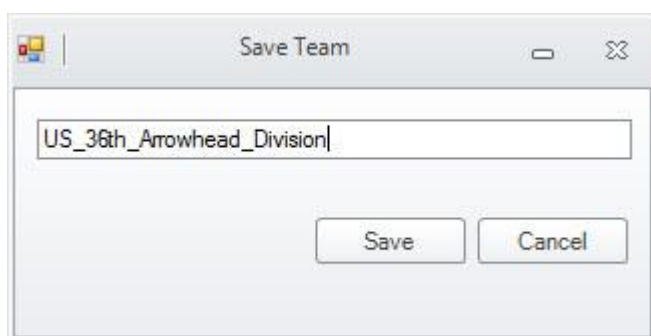
Force Description Window

When you are finished with customising your force, its time to enter a short description of the force. *This will help remind you what you had in mind when you built the force when selecting it in-game in the future, or if you plan so share the force to other players.*

To enter a description, click the 'Force' tab at the top of the Force Builder window. This will switch the File Operations Bar to the Force Options Bar. Click the 'Description' button to open a window where you can enter the description. Feel free to write whatever you feel is suitable; for example a very short historical briefing, the general force concept and some minor information about each squad.



Saving Your Force



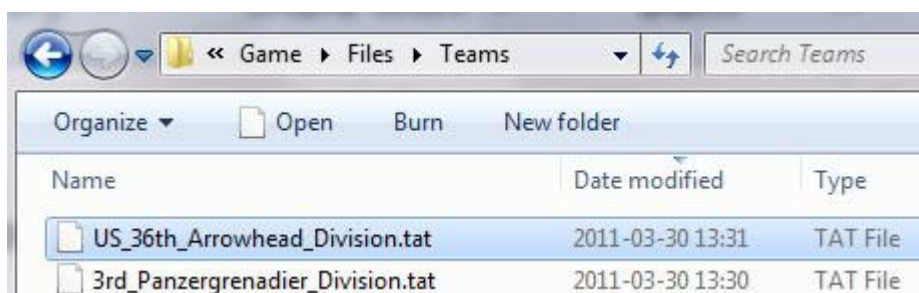
Save force - Enter force's Name

If the force options tab is open, click the 'File Operations' tab to open the file operations again. Click the 'Save' button to save the force you have created. You will be asked to enter a name for your force. This will be the in-game display name of the force. Click 'Save' and then the force is saved in your game folder, ready to be used in-game. Look for it in the 'Force Selection' drop-down list in the *Skirmish* or *Multiplayer* setup screen.



Sharing Forces

When a force is saved, it's saved in your Game Folder as a *Team Assault* Team file (.tat) in your 'Teams' sub-folder. This is located in *Game Folder/Files/Teams* on your computer where you installed the game.



The 'Teams' Folder

You can send this file to your friends (or foes). If they place the .tat file in their 'Teams' Folder, they will be able to use it in their game and open it in their Force Builder. If you download a .tat file from a friend or somewhere online, simply place it in that folder to be able to do the same.

Squad Icons and Status Displays

- The 'H' Key
- Squad Icon and Status Bars
- Soldier Status Icons



The 'H' Key

Using the **'H' Key** enables you to toggle in-world *Squad Information* on and off. Once you become accustomed to the basics of the game it's recommended that you turn this on to view more in-depth information about the situation on the battlefield. This will switch on 3 different info modes; *Squad Icons*, *Squad Status Bars* and *Soldier Status Icons*.

















Squad Icon and Status Bars

Each Squad will display an overhead symbol along with their *Deployment Number* (the same icon as displayed at the top of the screen for Squads). There are also 3 bars displayed, representing 3 important values; their *Morale* (Green), their *Stamina* (Blue) and a *Summary Bar* (Gray) of their available ammunition.

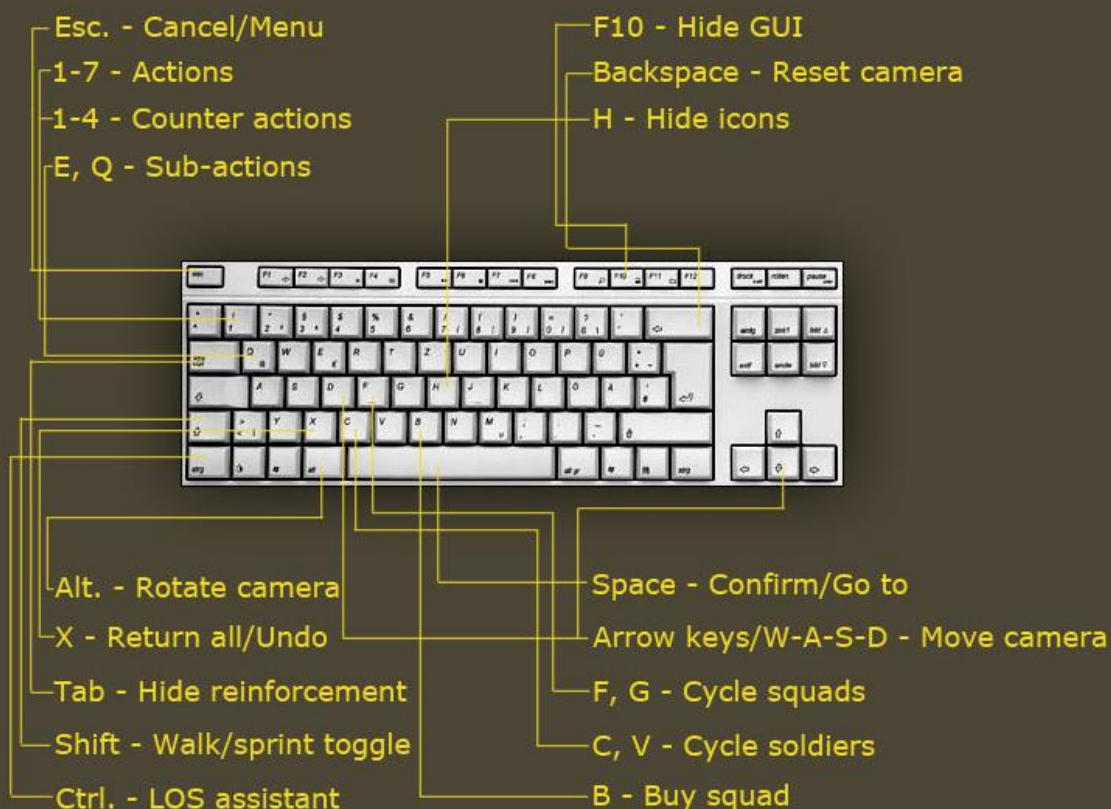
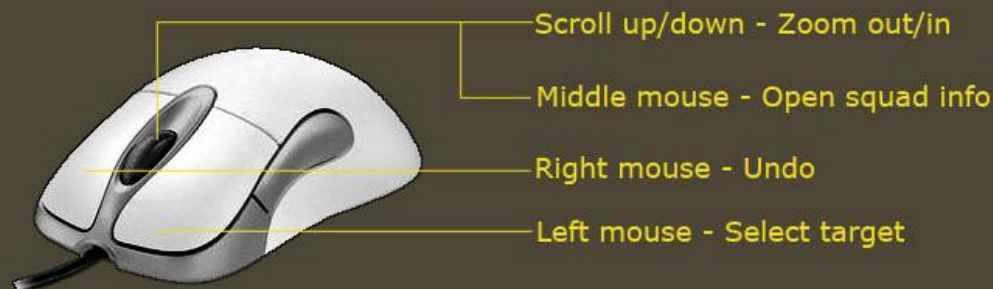


Soldier Status Icons

A series of icons are (in most cases) displayed over the heads of each soldier, indicating his current status. Available icons are as follows:

-  Soldier is in cover-zone of *Light Cover*
-  Soldier is in cover-zone of *Medium Cover*
-  Soldier is in cover-zone of *Heavy Cover*
-  Soldier is concealed by *Smoke*
-  Soldier is *Stealthed*
-  Soldier is stationary, gaining an *Accuracy Bonus*
-  Soldier is taking cover
-  Soldier has *Sprinted* and counts as a *moving-target*
-  Soldier is regrouping after an *Air-Drop*
-  Soldier's *Morale* is broken
-  Soldier is within the *Capture Range* of a CP
-  Soldier is within the *Guard Range* of a CP
-  Soldier is within range of an MSP (*Munitions Supply Point*)
-  Squad Leader icon

Controls



Team Assault: *Baptism of Fire* Control chart



Mouse Controls

Zoom [Scroll] - Scroll to move the game world camera up or down.

Open Squad Info [Middle mouse] - Middle mouse click on of your squads or its squad tab to view its squad and soldier information

Undo [Right click] - While giving orders, right click to undo last given order.

Select Target [Left click] - Used for selection in the interface. Select targets for actions by clicking enemy squads or locations in the world.



Keyboard Controls

Cancel/Menu [Esc.] - Cancels current operations or, if none are open, opens the in-game menu.

Actions [1-7] - Select actions for your currently activated soldier. The numerical order is the same as in the interface.

Counter-Action [1-4] - Select counter actions for your currently activated squad. The numerical order is the same as in the interface.

Sub-Actions [E, Q] - Selects a sub-action for a selected action. 'E' is left sub-action and 'Q' is right.

Hide/Unhide GUI [F10] - Hides the in-game GUI, or un-hides it if already hidden.

Reset Camera [Backspace] - Instantly resets your camera to default view, in case you mess it up.

Hide Icons [H] - Hides all in-world icons for squads and soldiers.

Rotate Camera [Alt] - Hold the 'Alt.' key and move your mouse to rotate the camera.

Return all/Undo [X] - While purchasing reinforcements, 'X' returns all bought squads. Else it does the same thing as the 'Undo' control for right clicking.

Hide Reinforcement [Tab] - Hides the reinforcement GUI if you want to see the battlefield before deciding which squads to deploy.

Walk/Sprint Toggle [Shift] - If 'Walk only' is selected, you won't be able to order your squad to sprint so that you know you will be able to act after moving.

LOS assistant [Ctrl] - Draws a line from the active squad to all enemy squads in line of sight. Hover another squad and hold 'Ctrl' to see its visible targets.

Confirm [Space] - Use this often. 'Space' confirms any orders you assign and squad purchases.

Move Camera [Arrow keys/W, A, S, D] - Moves the camera through which you see the in-game world.

Cycle Squads [F, G] - Changes which squad's information is displayed in the squad information interface.

Cycle Soldiers [C, V] - Changes which soldier's information is displayed in the squad information interface.

Buy [B] - Buys a selected squad in the reinforcement interface.



Any More Questions?

Have you read the complete manual but still have queries regarding technical problems or detailed questions about the game mechanics? *Feel free to ask us!*

For technical issues, check out Slitherine's support forum:

<http://slitherine.com/forum/viewforum.php?f=135>

For gameplay related or other questions, visit Zeal's forum:

<http://teamassault-game.com/forum/index.php>



Team Assault: *Baptism of Fire* – Credits

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