



New to Enlisted? This document is designed as a step-by-step, guided tour from beginning to end as it progresses organically. If you are a total newcomer and barely understand what the game is about, this is the perfect method for you. If you already have some knowledge or would like to use this as a reference, you can view the table of contents below and click a linked section to navigate there instead.

Need more help or want to join a squad? Feel free to join our wholesome community Discord server (linked below) as we have members playing a huge variety of games and hanging out. You're also welcome to follow my Twitch channel (linked below) to watch spicy gameplay and chat with me live. I'm happy to help new players when I can.

Want to make a translation? Make sure to credit my name (Rainlyte) as well as the below links to my discord server, Twitch channel, and twitter so that others may find me. If you provide this credit, and make it clear that I had no personal hand in the translation, you may feel free to make a translation of the guide yourself.

Contact links below. Enjoy the guide!



discord.gg/tZTB5vp



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Section 1: Overview

1.1 What is “Enlisted”?

Enlisted is a multiplayer squad-based first-person shooter set in World War II. Gameplay is reminiscent of combined arms games such as those of the Battlefield franchise, with one key difference: rather than deploying as an individual soldier, players deploy an entire (player-designed) squad at a time and can swap control between the squad’s members. Time-to-kill is low but action pacing is very high, delivering a hybrid of milsim and casual gameplay characteristics. The game is fully playable but still under active development, so you can expect new content and mechanical changes over time.

1.2 What do players do in Enlisted?

Players alternate between two layers. In the “Management Layer,” players:

- ★ Select which squads are active in their roster and the soldiers in those squads.
- ★ Equip individual soldiers (obtained from “troop orders”) with equipment (collected from “weapon orders”) appropriate for their class as they see fit.
- ★ Upgrade squads to improve, for example, XP gain, squad size, specialist slots, unlock equipment slots for the signature class, and enhance weapon upgrades.
- ★ Improve individual soldiers by selecting perks in a draft system after leveling up.
- ★ Combine soldiers in the academy to get a higher max level soldier back and upgrade weapons by breaking down others of the same type.

In the “Action Layer,” players:

- ★ Are inserted into a match with a map and game type via the matchmaker.
- ★ Select which squad from their roster they want to deploy with, and spawn in with all soldiers of that squad at a chosen static spawn or relay.
- ★ Engage enemies while pushing and/or defending objectives depending on the game mode and which side the player is on.
- ★ Continue spawning and engaging until one side achieves victory conditions.

1.3 How can I access Enlisted?

Enlisted is free-to-play and available on PC, Xbox Series X/S, and PS5. At the time of this writing, the game is not available on Steam. On PC, create an account on the official website (enlisted.net) or select “log in” if you already have a Gaijin account, then

follow the instructions to download and install the launcher. Once the launcher itself has fully installed an up to date version of Enlisted, you can click “Play” to get into the game!

Section 2: Getting Started

2.1 Choose a Campaign

Once logged in to the client, your first decision will be to select a campaign. You can change campaign at any time (by clicking “Switch campaign” at the top-right of the UI) and retain your progress, so don’t stress over this decision. The website (enlisted.net/en/about/campaigns/) has a breakdown of each campaign, the countries in conflict there, and the year(s) during which they occurred; some campaigns listed here may not be available in-game if they are still being developed.

After selecting a campaign, you can choose which country to play as by selecting it at the top-left of the UI (just as with the campaign, you can change this at any time and retain your progress). I recommend making sure “Join any team” at the bottom-right of the UI is *not* checked so that you always play as your selected team. This makes things less confusing when you’re getting started and helps focus your progression.

2.2 Main Menu Overview

This “main menu” of the game after logging in defaults to the “Soldiers” screen as shown at the top left of the UI. On the left edge of your UI you’ll see a column of emblems that represent your currently active squads. Each squad is unique and features a signature soldier class as well as signature weapon(s) or vehicle(s).

If you click one of these squads, you will see the individual soldiers that are currently members of that squad listed in the panel directly to the right of the squad column. If you click one of these soldiers, you will see a soldier info panel with a “Weaponry” tab that shows their current equipment, as well as a “Perks” tab that shows their passive abilities and capacity to gain more.

You can peruse your squad/soldier composition for a bit if you’re curious, but since you won’t have much in the way of spare squads, soldiers, or equipment, you can’t customize much here for now.

2.3 Game Modes to Expect

2.3.1 Conquest

This is a simple mode where both teams compete to reduce the other's control meter (shown as a friendly blue bar and enemy red bar at the top of the UI) to zero. Although the meters decay very slowly on their own, the primary means of reducing them is to control objective zones labeled A, B, and C. All objectives are active from match start to end, and are captured by standing in their respective zone (outlined on the ground) until that objective's letter fills up entirely with one team's color at the top of the UI. If one team controls more objectives than the other, the losing team's meter will shrink faster (further accelerated if the disparity in controlled objectives is greater). The first team to lose their entire control meter loses, and the other team wins.

2.3.2 Invasion

In this mode, there is a designated attacking and defending team; red shields at the top of the UI indicate that you are on the attacking team (as these are hostile objectives that you must invade), while blue shields indicate that you are on the defending team (as these are friendly objectives that you must protect). Defenders win by reducing the Attackers' tickets (shown with a number at the top of the UI) to zero, which is accomplished over time simply by stopping Attackers from capturing objectives.

Attackers win by capturing all objectives, however (unlike in Conquest) only one of these objectives is active at a time. Active objectives are still captured by standing in its zone until the objective's icon fills up, however the process is slower and once completed, that objective is disabled and the next objective in series becomes the new active objective. Each objective that is successfully captured gives a boost in tickets to the Attackers, essentially buying them more time to invade the remainder.

2.3.3 Assault

This mode is very similar to Invasion, with the key difference being that at certain stages of the series of objectives, there are two objectives that need to be captured and held simultaneously to unlock the next stage. To compensate, there are fewer stages overall.

2.4 Your First Match

I'm sure you're eager to get into your first match. If you can't wait: go for it! With your campaign and faction selected (and remembering to un-check "Join any team" if you

want to make sure you play as your selected faction) you can click the big “START” button. The game will place you in a matchmaking queue and should quickly find a match for you on a specific map with a specific game mode (can't be chosen currently).

Play it like any other FPS and see how it goes. Remember, you select a *squad* you want to deploy, choose an available spawn location, and then deploy that entire squad but play as one individual soldier at a time. Once the whole squad dies, you rinse and repeat, making sure to push and/or defend objectives (shown on the HUD) all the while.

But after your first match (or maybe even before if you're being extra diligent) I recommend reading the next section, [Section 3: The Art of War](#) as it covers important Enlisted-specific strategies that will help you win and progress faster. Once you have a few matches under your belt and want to get into the squad upgrading and customization part of the game, read on in [Section 4: The Management Layer](#).

Section 3: The Art of War

In favor of brevity, I won't go over FPS basics here and assume anyone reading this is familiar with general movement and shooting (there is also an in-game tutorial that covers the most fundamental controls). Instead, I will focus on a few strategies that you may not have learned elsewhere and that are particularly valuable in Enlisted.

3.1 How to Win

Winning is important because it comes with a massive Campaign XP multiplier for the entire team at match end which both helps you progress through the campaign and (even when that is maxed) is your primary source for getting all those tasty bronze weapon/troop orders. To that end, the most important things you can do are:

Build relays: use your engineers to build a relay closer to the objective than the static spawns are. You can typically get within roughly 50m of an objective before it blocks your ability to place it, and you can feel out the actual range by selecting the relay from the Engineer's build menu and paying attention to where the projection is green (valid) versus where it's red (invalid). More importantly though is the general position; it should provide immediate cover for squads spawning there *and* allow a path of movement to the objective without crossing dangerous fields of fire, such as courtyards or wide roads.

Destroy enemy relays: if you notice high traffic of enemy troops coming from a location that seems too close to be their static spawn, they may have a relay somewhere

nearby. When you get close you can also locate it by the telltale beeping noises (that your friendly relays also make). If you hover over a relay and get a blue X icon, that is a friendly fire warning because it is a friendly relay. Otherwise it's an enemy relay that you can and should destroy by simply shooting it (fastest), or by holding [J] in front of it.

Push the objective(s): This isn't unique to Enlisted, but it bears endless repeating. Push the damn objective. The amount of matches I've lost because almost everyone else refuses to get in the objective zone is heartbreaking. Yes, you will get shot at and bombed and take tremendous losses, but that's why you deploy in squads and can redeploy quickly from that relay you set up, and you will shoot back while moving, and you will sprint when you can, and you will get in with one or two soldiers and you will fight tooth and nail to cap the objective even if only the tiniest bit, and you will continue pushing the objective or, so help me, we have no chance of winning.

Sporadic shooting from *other* buildings in the vicinity isn't pushing the objective. Flying around dropping a couple 50kg bombs every few minutes isn't pushing the objective. Roleplaying a cautious sniper beyond the furthest reaches of Narnia is--you guessed it--not pushing the objective. If you do find yourself in a supporting role such as in a tank, or a machine gun emplacement, or an attacker aircraft, you had better be mowing the enemy down in swathes to make up for your lack of tangible objective pushing. You should be getting *multiple times* more kills than everyone else and topping the leaderboard. If you're not doing that, you're not doing enough; get boots on the ground and push the objective instead. You can try again next time with more experience in your arsenal. Remember, even as Defenders you often have to get *in* the zone to block the objective and/or weed out intruders.

Even if you're not great at shooting, the simple act of building relays and constantly pushing objectives means you're doing the most you can to help the team achieve a victory, and they'll appreciate that if they have any sense. So if you're doing this, you can confidently disregard any insecure chuckleheads that harp on you for your performance, because you know you were playing to win and you'll keep improving.

3.2 The Most Important Maneuver in Enlisted

The rapid time-to-kill and granular squad designing aspects of Enlisted may have tricked you into thinking this is a slower-paced milsim game. It is very much the opposite of that. This is a twitchy, perpetual action game that requires you to put constant and high pressure on the enemy. If you play Enlisted cautiously you are almost certainly being a detriment to your team and will lose much more than you otherwise would.

To that end, the first thing I recommend you do is go to your settings (hamburger icon at the top-right of the main menu), click “Controls,” switch to the “Squad” tab, and re-bind “Switch member” from the default [Y] to something much more convenient such as [Tab]. This hotkey changes your view and control to the next (alive) member of your currently deployed squad. Why is this hotkey so important?

If the soldier you’re controlling gets knocked down and you retain control you’re looking at holding [T] for 8+ seconds to med up, hoping not to get shot while immobile in a warzone (spoiler alert: you usually won’t survive this). Now you’ve wasted many precious seconds accomplishing nothing while your squad members continue to die by standing in stupid places and the enemy continues pushing objectives. If you and the rest of your squad dies while you’re doing this (very likely) you’ll have to go back to the spawn menu, decide where to spawn, wait a few more seconds, and then potentially spend another 20 seconds or more just transferring yourself to the action. Now you’ve spent the better part of a minute doing a whole lot of nothing in a high-paced action game where every fraction of a second counts. Not good enough.

So if your active soldier gets knocked down, you switch before he hits the ground and counter-attack. If you’re on fire and you know you can’t quash it in time: switch. If you’re low on ammo or about to perform a long reload you’d rather not wait for, you switch instead. Explosions go off nearby and you can’t aim to save your life? Switch. This is the single most important heuristic I’ve picked up while mastering Enlisted, and I now bestow this wisdom upon you. Holy sh**, that glow of wisdom is radiating all around you and you’re even more gorgeous than you already were.

3.3 The Purpose of Squad Members

So you have this squad with all these specialists and you might be thinking there’s a great deal of responsibility to guide them cleverly to engage enemies. The bad news is that you can’t really do this because the AI that controls squad members is barely smart enough to keep them breathing. The best you can do is choose your pathing wisely and expect them to follow loosely and slowly behind you, so they die slightly less fast (and tell them to hold a location, described later). The good news however is that without this responsibility you can focus on your directly controlled FPS gameplay instead. To that end, squad members have two salient uses beyond being a mild distraction to enemies.

First: they provide you with “extra lives.” The battlefield is chaotic, so you will frequently die to sources you *couldn’t* even have been aware of until they ended your life. Being

punished due to unknowns is one of the most frustrating facets of Battlefield-style games but is also where Enlisted shines. By being able to swap to another squad member when you die, you're back in the action immediately and able to counter the situation with your new-found knowledge.

Second: squad members also provide added versatility and/or synergy, and you should design your squads with this in mind. Think of use-cases for each squad and try to make sure you have the correct soldiers and equipment to cover your bases for the most likely situations. This way when you need a specific tool, you're more likely to have it. Flank that entrenched machine gun with a fast sprinter, counter-snipe the sniper, begin stalking a tank that's advancing on you with a well-cooked bundle of dynamite.

This ability to dynamically respond to chaotic deaths is what makes Enlisted more interesting (from a decision-making standpoint) and more tolerable than other similar games where dying randomly would normally mean an immediate wait followed by more time spent on a boring transfer and ultimately not having up-to-date information to make an informed decision by the time you get back to the front line. On the other hand, there is in my opinion far too much indirect fire *in general* in Enlisted, which leads to an unnecessary amount of random, frustrating deaths, but that's another discussion for another day.

3.4 Blowing Up Tanks is as Easy as G-M-C

Don't feel like you need to shy away from enemy tanks. In fact, as infantry facing down a tank, the closer you are to danger, the farther you are from harm (thanks Pippin).

Get in control of one of your soldiers that has an "Explosion pack" (dynamite bundle). This is why it's good to have as many soldiers as possible with one of these in their grenade slot, and *at least* one in each of your squads so they're all anti-tank capable.

Move yourself into range (roughly 5 meters) without dying horribly. Tanks have poor situational awareness and are slow to turn, so they are easily flanked if you move quickly and avoid their frontal arc. The biggest threat is other infantry that happen to be in the area so you must gun these down on the way there. If the tank is too far away to get close to, a friendly tank, aircraft, or AT gun will have to deal with them instead.

Cook the fuse by holding [LMB]. You have a roughly 6-second fuse to work with and the soldier will automatically throw it about 1 second before detonating (even if you don't let

go). Seek to throw it from a range such that it explodes as it touches the tank. Aim for the sides or land it on top of the hull (next to the turret).

I see a lot of players leave enemy tanks up way too long, letting them cause tremendous damage even when they're incredibly vulnerable to a simple dynamite ambush. Getting close enough to reliably blow up the tank often makes this a suicide job, but trading one soldier (or even a few) for a tank kill is always worth it (you're knocking out a high value, high threat target *and* all its crew members). With practice you'll get the timing/range right and have a better chance of surviving as well.

3.5 Other Important Hotkeys

There are a few important hotkeys that might not be immediately obvious if you haven't explored the controls:

[V]: Marks the area you're looking at for your team's benefit. If there is a tank at the marker it will leave a tank symbol instead, and likewise for Engineer fortifications. Marking tanks and infantry clusters helps aircraft and indirect fire squads land efficient hits and can help you secure a win.

[X]: Marks an area for your squad members to rally to. Useful for keeping your squad behind (big) hard cover before crossing a potentially dangerous area or attempting a sneak attack. Remember: bots are dumb and won't always stay inside buildings or trenches and are still very likely to get spotted and die. The rally order is cancelled if you move too far away, and keeping your squad separated makes it difficult for you to react to developing situations and is often time-inefficient, but it can be situationally useful.

[Middle Mouse Button]: Executes a quick melee attack with your equipped weapon. Useful for finishing off downed enemies or as a desperation attack if you don't have time to reload/swap to anything else. Taking out your knife is often better if the enemy has most of their health, as it kills much faster.

Section 4: The Management Layer

As important as the action itself however are the decisions you make in the "Management Layer" of the game, where you essentially manage upgrades, soldiers, and equipment at the squad level. We will discuss this in more detail now.

4.1 Squad and Soldier Classes

Squads can have a variety of flavor names but are ultimately categorized by the signature class of soldier that represents them. For example, the “47th Infantry Regiment” for the US Allies in the *Invasion of Normandy* campaign have “Sniper I” (or a tier 1 Sniper) as its signature class, so it can be thought of as a “Sniper Squad.”

The signature class determines what upgrades will be available to the squad and what the final squad composition(s) can look like. Below are brief descriptions of each type of squad, using the signature class (ignoring tiers) as heading for each.



Trooper: Huge squad but consisting mostly of basic troopers (standard soldiers with a rifle) with only a few slots for specialist classes.



Engineer: Medium squad capable of fielding engineers in every single slot. Engineers in this squad can build special constructions including stationary anti-air and anti-tank guns that support Engineers in other squads can't build.



Assaulter: Large squad featuring several slots for SMG and shotgun-wielding Assaulters ideal for raiding buildings and other close-quarters objectives.



Gunner: Large squad featuring a few slots for Gunners that can use devastating machine guns which are effective at most ranges, especially from a prone or supported firing position to defend a large space.



Sniper: Small squad featuring a few slots for Snipers that can make more effective use of rifles over long distances thanks to magnified scopes. Excellent for picking off hard to reach and high-threat targets such as machine gun nests.



Flametrooper: Large squad featuring a couple slots for Flametroopers who use short-range flamethrowers to flush enemies out of pillboxes, trenches, and windowed buildings as well as defend choke points by creating areas of denial by igniting surfaces. This is the *only* squad that can field Flametroopers.



Bomber: Medium squad featuring a few slots for Bombers; not to be confused with bomber aircraft, these infantry anti-tank specialists use ranged, armor defeating weapons for when getting into throwing distance is too challenging.



Mortarman: Medium squad featuring a couple slots for Mortarmen that deploy a portable mortar capable of laying indirect fire over huge distances. Useful for shelling high-traffic areas and objective paths to debilitate enemy groups from a protected position. This is the *only* squad that can field Mortarmen.



Radio Operator: Small squad featuring a couple slots for Radio Operators that can call in artillery strikes almost anywhere on the map after a brief delay. Radio Operators can be included as supporting specialists in most squads, but this squad has a unique upgrade that decreases the cooldown massively.



Tanker: A ground vehicle squad that crews an armored vehicle (usually a tank). These vehicles are excellent at forcing enemies to fall back into deeper cover and allowing your own forces to push up by slowly advancing a punishing machine gun platform that's impervious to the vast majority of firearms. Also useful for destroying other tanks.



Fighter Pilot: An air vehicle squad (usually just one pilot) that crews an agile aircraft designed to intercept and destroy other aircraft. Capable of light strafing and dive bombing to destroy tanks and infantry clusters.



Attacker Pilot: An air vehicle squad that crews heavier aircraft with harder hitting air-to-ground ordnance. Capable of bombing larger areas with huge payloads and less need for accuracy.

4.2 Orders and Battle Tasks

Your primary means of sourcing more soldiers and equipment is by gathering “troop orders” and “weapon orders” respectively. Bronze quality orders are acquired passively as you play matches (technically from your campaign experience gained, but more on this later). Bronze orders allow you to pick up random packs of weapons and troops as well as some non-firearm equipment such as ammo pouches.

However, you can also accomplish several main and additional battle tasks per day, as shown on the right side of the UI of the main menu (or “Soldiers” screen). Make sure to click “Get reward” when these are completed so you can start on your next tasks. When you do, progress will be applied to your “Battle Pass.” You can click on the Battle Pass button to see the track of progress you have to follow to receive Silver quality troop and weapon orders (as well as which are provided for free, and which require a premium Battle Pass purchase).

Silver orders can be used to select specific weapons and troops that you want to receive and so are usually more desirable than bronze and therefore more challenging to collect. Gold orders are used to get unique weapons and troops but are very limited in availability (once from each Battle Pass, and sometimes from special events). Your orders will accumulate as shown at the top right corner of the UI.

4.3 Soldier Management

For a brief overview of the squad/soldier panels here, you can review [2.2 Main Menu Overview](#) and return here.

4.3.1 Squad Soldier Capacities and The Reserve

Select one of your infantry squads. Note that in the panel that lists your soldiers, the top right shows the total soldier count (e.g. 5/6 means there are currently 5 soldiers in the squad but it could carry up to 6 total), and the top left under the squad name shows the specialist soldier class counts and capacities using the same icons shown in previous section's listing (e.g. 2/3 under the Trooper rifle round icon indicates the squad currently has 2 Troopers but could have up to 3 Troopers, while a 1/1 under a Sniper reticle icon indicates the squad has 1 Sniper and cannot take any more).

Squads always have a Trooper capacity equal to the squad's total soldier capacity (in other words you can always fill a squad with nothing but troopers if you wish), however slots for all other specialist classes (aside from 1 starting slot) need to be unlocked as squad upgrades, which will be covered in the next section. To change which soldiers are in a given squad, click on the "Managing soldiers" button at the bottom of the soldier list panel which will show the list of soldiers in your "Reserve." Your main considerations with choosing soldiers to keep in your active squads are:

1. If you have unused specialist (non-trooper class) slots, you probably want to occupy those first as they tend to bring more power and versatility than a trooper.
2. If you have additional space after all specialist slots are used, fill out the rest of the slots with troopers until your squad is at maximum size.
3. If any of your soldiers are at maximum level (this will be covered in greater detail later, but for now you can tell by if all of their stars are gold), you may want to swap them out for untrained soldiers so that those can be trained to max level. This will be important for academy training (covered later).
4. There is more nuance to soldier choice such as keeping your highest level soldiers slotted for max performance if you're not leveling anyone, slotting

soldiers that need retraining points, and more, but these strats will come naturally to you as you learn more mechanics covered in this guide and play the game.

When swapping out soldiers in your current squad for ones from your Reserve, you can drag and drop the reserve soldier onto the active one that you want to swap out. If they are of the same class, you will have the option to transfer items between them so you're not leaving useful equipment on your unused reserve soldiers. Also, note when looking at your Reserve that at the top of the list you can see your current soldier count out of a maximum capacity; this capacity can be increased via squad upgrades later.

4.3.1.1 Getting More Soldiers via Logistics

Click on the "Logistics" tab at the very top of the UI. From here you can click on the "Troops reinforcements" button.

Hover over "Random troops reinforcement" to see exactly what you have a chance of getting; this is a list of your currently unlocked soldier classes from within the campaign for this faction. You can use the "Campaign" menu (which we will discuss later in [4.4.2 Unlocking More Squads Via Campaign Progression](#)) to get an idea of when specific soldier classes will unlock such as to target landmark campaign levels that you want to expend several bronze orders at to maximize the chance of you getting specific soldier classes. You'll also note that *specific* soldiers can be bought for silver orders here, which are collected by performing battle tasks that give you Battle Pass rewards.

It's not unusual to run into a deficit of basic Troopers in the midgame, so contrary to what you may be thinking strategically, it can be wise to spend a few bronze orders at earlier thresholds, especially before you unlock more vehicle crew options as these tend to be in overabundance later on. Eventually you'll max out your campaign level and not have this ability to control the pool of what you may receive, however then you'll also have the chance to receive all the highest end specialists including tier 2 variants which have perk point bonuses, so there are pros and cons to waiting. A balanced approach of expending some at various useful thresholds to make sure you have enough troops to fill out your squads (and acquire less of the undesirable classes) is probably the wisest.

4.3.2 Soldier Equipment

Leaving the Reserve behind and going back to the main "Soldiers" menu, if you click an individual soldier from the list in their squad, you will see the Weaponry/Perks panel. Making sure the "Weaponry" tab is selected, you can now see everything this soldier has equipped. Most soldiers require at least a primary weapon and a knife equipped,

while some specialists may have other pieces of equipment they refuse to let go of. Vehicle crew are the least picky and only require a knife.

Click any equipment slot to view the “Change Equipment” menu. From here, if you select any slot it will show compatible equipment for that slot. Try clicking a few different slots to get an idea of what you have and what goes into each slot. Aside from the obvious of giving everyone the best equipment possible, some main considerations when choosing equipment for your soldiers are:

1. Try to give all your specialists (non-troopers) weapons that pertain to their class (e.g. sniper rifles for your snipers) rather than the standard issue rifle/carbine.
2. Try to make sure every soldier has a medkit; this will allow them to get up from a downed state after a timer, which makes it almost as effective as an extra life.
3. Try to spread out your thrown grenades/explosives as effectively as possible. Note that smoke is most useful for assaulting a position and crossing dangerous paths, while it’s good to make sure every *squad* has at least one soldier with dynamite (“explosion pack”) so that they can deal with nearby tanks.
4. Mines, sidearms, and secondary weapons (except for specialists that are centered around them) are generally of lesser importance until you begin min-maxing in the late game, so don’t fret if you can’t fill all these slots out.

4.3.2.1 Getting More Equipment via Logistics

Click on the “Logistics” tab at the very top of the UI. From here you can click on “Weapons delivery” or “Equipment delivery” buttons.

Within weapons delivery, you can spend bronze orders to get a “Random weapons delivery” that has a chance to give you any of your currently unlocked weapons from within the campaign for this faction (hovering over the button will show you everything you have a chance to receive). You can use the “Campaign” menu (discussed in [4.4.2 Unlocking More Squads Via Campaign Progression](#)) to get an idea of when specific weapons unlock to target landmark campaign levels that you want to expend several bronze orders at to maximize the chance of getting weapons you want more of.

Also note that these random weapons deliveries are currently the only way to get sidearms. More sidearms may unlock at a later campaign level but this is not easy to decipher from the game’s UI. If you have any soldiers that can use a sidearm (such as vehicle crew), click on their sidearm slot to see what pistols are available to this faction in this campaign. If there are any options with an orange padlock symbol you can hover over them to see what level of the campaign they unlock at.

Clicking on a specific weapon category allows you to spend silver orders (obtained from completing battle tasks to achieve Battle Pass progression) on specific weapons instead of rolling a random order, but keep in mind that these silver orders are more difficult to replace than bronze orders so should be used carefully. Don't worry about vehicle spare parts for now, these only become relevant in the very late game at which point you can make a more informed decision about them yourself.

Going back to the main logistics menu, click on "Equipment delivery." Here you will see various non-firearms that you can spend bronze weapon orders on. Be advised that as you unlock more squads, some of them will come with free medkits and grenades of various types and you are likely to end up with an excess of some things, especially medkits and frag grenades. In my opinion, the main things to consider purchasing here are a *few* extra explosion packs (for more anti-tank capable soldiers) as well as ammo pouches and (to a lesser extent) backpacks. Note that pouches/bags come in sizes small (more affordable and available earlier) and large (better long-term investment).

4.3.2.2 Upgrading Weapons

From the main "Soldiers" menu, click on a Trooper in one of your squads then click on their primary weapon. Select one of the replacement options on the right (if you have none yet, come back to this section when you have used some weapon orders to acquire new weapons). Note the "Disassemble" and "Upgrade" buttons at the bottom-right of the screen when you select a replacement weapon. Also note the weapon information panels above that (this includes lots of useful information that you can peruse for comparing weapons).

At the top of these info panels below the name itself (as well as on the weapon icon you selected earlier) you will see a star count. The number of gold stars here represent the current quality level (a lack of gold stars can be thought of as "level 0") while hollow gray stars represent additional levels that can be achieved with this weapon. See the "available upgrades" section at the bottom of the info panels to see what bonus is acquired at each level (these are cumulative, and when achieved will be automatically updated in the info panel above).

To upgrade a weapon, you must first disassemble other weapons of the same type to get enough parts such as to upgrade the target weapon. It must be the exact same weapon, so even if there are two seemingly identical models but one has a different box magazine and the other has a drum, those weapon parts will not be compatible. I strongly advise against touching any of this until you have maxed out your Workshop

Upgrades for the squad that has the target weapon as their signature weapon, as this will give massive disassembly and upgrade discount bonuses. Furthermore it is usually better to make sure you have enough of a given firearm to give all the soldiers that would use it before considering disassembling any, as having enough weapons is more important than upgrading a single one.

Finally, disassembling higher quality weapons yields more parts (as shown by the estimated range on the button), however I would usually recommend disassembling lower quality units first, as these eventually have no purpose. There is also little reason to disassemble anything until you estimate that you'll have enough to upgrade your target unit (and ideally that unit should be 1 level below top tier).

4.3.3 Upgrading Soldiers

Select a soldier and click on the "Perks" tab instead of "Weaponry." Every soldier can gain one or more **perks** (passive bonuses) depending on their **level** and **perk point** capacities; pay attention to these exact terms because their names can be confusing.

4.3.3.1 Soldier Levels

A soldier's level is represented by stars as follows:

- Gray stars represent level capacity that hasn't been filled yet.
- Hollow gold stars represent acquired levels with no perk selected.
- Solid gold stars represent acquired levels with perks selected.

For example, imagine a soldier with 2 solid gold stars, 1 hollow gold star, and 1 gray star. This soldier is level 3 and has the potential to become level 4. They have selected two perks and a third perk available to choose now, but have not done so yet.

Gray stars are filled to gold by gaining experience to "level up" simply by having that soldier perform in matches. By using them to take objectives, get kills, etc, they will gain individual soldier experience as well as experience for their squad. This happens both when you are controlling that soldier or when the AI is, however soldiers you control will typically level much faster simply because you are much more capable than the AI.

4.3.3.2 Soldier Perks

When one of your soldiers levels up (changes a gray star to a hollow gold star), you now have a perk available to choose from the "Perks" tab. Click "Choose new perk" and you'll be offered a draft of randomly selected perks. Note that you can press escape

when presented with these to come back and choose another time (you will not get new options this way however, unless you pay gold premium currency to do so). Also importantly you can click “List of possible perks” from the “Perks” panel to see everything this class of soldier can theoretically get (assuming they have enough perk points). Most soldiers have the same pool of perks, with a few subtle differences for a few classes such as Engineers and especially vehicle crew classes.

Note that every class also starts with a free static perk, and that aside from this static perk, the same perk cannot be taken twice on a given soldier. Once you reach maximum level, future experience will go toward “retraining points” instead. These can be used to re-roll any previously chosen perks, getting a new draft to select from.

Covering all the perks and what is most useful goes beyond the scope of this guide and is ultimately subjective and playstyle dependant, but suffice to say: you should consider use cases for different soldier classes and how they are employed in your squads. In my opinion, early on for L1 soldiers, simple mobility skills like improved stamina regen are useful. Middle of the road soldiers with more perk points can take advantage of faster reloads, and faster medpack usage. End game soldiers get access to faster sprint speed and increased health/hitpoints, both of which are top-tier choices.

4.3.3.3 Soldier Perk Points

Perk points can be thought of as attributes in other games and are represented by the green boot icon (Speed), red heart icon (Vitality), and yellow fist icon (Weapon Handling). These are randomly rolled within ranges when a soldier is generated and can only be improved (alongside the soldier’s maximum level) via the Academy, which we will discuss in the next section.

Perk points do not affect the soldier directly, but rather are used to determine what perks you are offered when you click “Choose new perk” and they are drafted for you. If a soldier does not have enough perk points to take a perk, that perk will not be offered in the draft. When you select a perk it will use up the corresponding amount of perk points leaving less perk points of this type available for future drafts from the pool. Note that retraining can be used to free up previously allocated perk points however.

You can use all this knowledge alongside the “List of possible perks” pool to plan out which perks you want on each soldier; this isn’t very important for low level soldiers which have very few options and can be retrained easily, but becomes increasingly important at higher levels.

4.3.3.4 Raising Soldier Level Cap via the Academy

I could write an entire guide on Academy management strategies but for the scope of this beginner's guide will limit the basics of it to this subsection. Click on the "Academy" tab at the top of the UI. From here you see all of your soldiers for your current faction and campaign, both in reserve and in squads, organized by class. Here you can combine three fully trained soldiers of the same level to receive one of them back, untrained, and with one level higher capacity.

One important note most people don't seem to realize: the three soldiers must be of the same level, but they do *not* have to be of the same class. So you can, for example, combine a level 2 Trooper with a level 2 Engineer and a Level 2 Fighter Pilot to receive one of them back at level zero (untrained) or level 3 (soldier's new cap). I have also noticed that when mixing this way, the first soldier placed tends to be the one to come out of the Academy; take this with a grain of salt however and do your own testing as this may change in the future. If it does, you will have to play the odds, use rare selection orders from the Battle Pass, or spend gold premium currency to choose which soldier you receive. This is generally only worth doing at the last level of training to guarantee you're not getting the wrong class for your elite soldiers, especially since they can no longer be converted or improved from there.

This is where the bulk of the late game is spent, combining your lower level trained soldiers, getting untrained higher level cap ones out, and then rinsing and repeating until you've turned 81 dudes into a single max level dude and hope that he rolls enough perk points to reach important thresholds for the most critical perks (such as sprint speed and health increase), or be off by a single point and then proceed to break your desk. Note that when mixing different classes, you are also mixing the ranges of potential perk points that the resulting soldier may have (these are shown in the "training results" section on the right of the Academy when you've slotted in your three candidates). Take these ranges with a grain of salt as well because in my experience they don't always take into account certain factors, such as tier 2 class bonuses.

4.4 Squad Management

4.4.1 Active Squad Selection

If you have more squads than you can field at one time, you can select which will be actively available in your roster during a match. You do this from the main "Soldiers" menu by clicking on the button at the bottom of the list of squad icons at the left edge of

the UI. Early on you won't have much to choose from, but later on choosing this composition becomes important.

4.4.2 Unlocking More Squads Via Campaign Progression

As you play matches, you'll gain experience based on your soldiers' performance which will be totaled at match end and (depending on if your team won as well as if you won any personal awards) may be further multiplied to a final "campaign experience". This amount is added to your campaign progress, which you can view by clicking on the "Campaign" tab at the top left of the UI from the main "Soldiers" menu.

Here you will see at what campaign levels each new squad will be unlocked, and alongside that squad, their signature soldier class and signature weapon/vehicle. Sometimes a weapon or vehicle will unlock without unlocking a new squad. In these cases, that weapon/vehicle pertains to a previously unlocked squad.

4.4.3 Squad Points and Upgrades

Upgrading your squads is one of the most important sources of progression in the game. Click on the "Upgrades" tab at the top left of the main "Soldiers" menu to see how this works. Squads will gain experience as soldiers within them perform in matches and they themselves gain experience. When a squad gains enough experience, it levels up and gains a "squad point" which can be spent to get one upgrade from any of the three upgrade trees which we will go over below.

4.4.3.1 Squad Upgrades

Upgrades in this tree will typically do one of the following:

- Increase how fast the squad gains experience in the future (best first choices)
- Increase the soldier Reserve capacity (unimportant early but often a gatekeeper)
- Increase total soldier capacity of the squad (very important)
- Increase specialist class capacities of the squad (also important)
- Gain new ability/passive buff (usually class-defining)

So as you can see, the Squad Upgrades tree has a lot of important improvements that need picking up right away, all competing with each other. The order you choose is up to you but I think picking up the experience gain track first is wise to gain all downstream points faster.

After that I recommend picking up high-impact buffs (such as “Frequent Artillery” for Radio Operator squads) if the squad has any, and after that I start alternating between increasing the squad’s soldier capacity and adding more specialist class slots (beginning with the signature class for that squad). This way you can make your squad bigger and hold more specialists that it is designed to take advantage of, increasing the squad’s potency and indirectly allowing you to gain more experience with it faster.

One very important note: non-signature class slot upgrades are almost always mutually exclusive so take time to think about what specialists you want in your squad and get some experience using it while you consider how you prefer employing them before making this decision. If you change your mind in the future, you will either have to find a very rare “order for upgrade change” or pay gold premium currency to respect.

4.4.3.2 Personnel Upgrades

Upgrades in this tree will typically do one of the following:

- Increase max Academy training level for the squad’s signature class of soldier
- Increase the experience that soldiers of this squad’s signature class gain
- Unlock equipment slots for soldiers of this squad’s signature class

This tree has useful upgrades that will become especially important when you start using the Academy (described later) and want to outfit your soldiers with more advanced equipment such as ammo pouches, however in my opinion most of this takes second seat to the more imminently useful Squad Upgrades described above.

4.4.3.3 Workshop Upgrades

Upgrades in this tree will typically do one of the following:

- Increase the level you can upgrade this squad’s signature weapon/vehicle to
- Increase the amount of parts from disassembling this squad’s signature weapon
- Decrease the cost of upgrading this squad’s signature weapon/vehicle

Disassembling and upgrading weapons is typically a very late-game endeavor as in the early and mid-game you will usually be struggling to find enough of the newer guns in general that the concept of disassembling many of them to upgrade one will almost never be a good idea. There are some exceptions for early weapons that you may have an excess of, but in most cases you can leave this tree for last.

The end. Contact details on the first page if you want to get in touch. Good luck, soldier!