Squad Ops HC Mod
Documentation and Scope

Direction and Intent:

The Squad Ops HC Mod is primarily focused on rebalancing and recreating the Squad experience. It is focused around the Occupation gamemode which is designed to provide an operation-like experience that requires infantry tactics, planning, and teamwork at the platoon level, while also remaining dynamic to provide commanders full freedom in the AO.

Important Links:

Mod Steam Page - **Squad Ops Discord** - **Public Trello** - **Feedback Form**

The Occupation Gamemode:

The Occupation gamemode is the premise for which the majority of changes have been made. Occupation is a FOB-centric, thematic gamemode that allows teams to fight where and how they'd like. Occupation is designed to feel similar to Squad Ops 1-life operations as far as the tactical scale, coordination required by platoons, and dynamic approaches available to each scenario. Just like in vanilla Squad the objective of the gamemode is to reduce the enemy's tickets to zero, however there are now dynamic factors that can influence ticket gain or loss. Each round of Occupation should feel different and enable multiple different strategies to allow for replayability and creative thinking.

AO Mechanics:

In Occupation a large purple circle denotes the AO which is primarily used to centralize action, influence FOB placement each match, and act as a mercy bleed mechanic if the enemy is wiped out of the zone. The AO is set on a delayed live timer 10-minutes after the match begins. Once the AO goes live it is then able to be controlled to begin bleeding the tickets of the enemy team. The AO is considered controlled after a 7 player lead has been acquired by a team within the zone (displayed on the top right of your screen), at which point 1 ticket is drained from the opposing team every 30 seconds. Each additional player added to the lead will bleed an additional ticket up to a cap of 20 tickets lost per 30-seconds. Controlling the AO should be consequential to your primary objective of destroying enemy FOBs and as said before, serves to primarily centralize players, influence FOB placement, and act as a mercy bleed if a team is completely wiped from the zone.

Gameplay Tip: As mentioned before do not think of the AO as a capzone but rather as a location where players should be. Short flanks or quick maneuvers out of the zone are completely viable but can end up costing your team a few ticks of bleed.

Faction Mechanic:

Occupation is also intended to play differently depending on the faction matchup on each layer. Factions have been categorized into two types, Conventional Forces (British Army, US Army, US Rangers, Russian Ground Forces, Middle Eastern Alliance, etc) and Irregular Forces (Militia and Insurgents). These two types of factions have unique mechanics related to their FOBs to provide asymmetrical and thematic gameplay.

Gameplay Tip: Conventional Forces and Irregular Forces play very differently. Conventional Forces are slower but much more lethal in traditional firefights, whereas Irregular Forces are much more maneuverable/mobile and should operate as a guerilla force.

Conventional Force (CF) FOB Mechanics:

Conventional Forces are limited to 2 FOBs at any point in time, are worth 100 tickets, and are revealed to the enemy team after 15-minutes with a large red circle. The enemy FOB radio can be ANYWHERE in this large red circle. These changes are made in order to further emphasize that these FOBs are BASES to be built up and defended, not just team-wide spawn points. CF FOBs and HABs are invulnerable to all damage aside from shovels. CF FOBs cannot be placed within buildings and have a larger antenna attached to them. These changes are intended to prevent FOB ninjas or indirect fire from removing a FOB. CF FOBs should only be lost if they are truly overrun. Each CF FOB created should be reinforced, actively defended, and mutually supported. CF FOBs also interact with the AO and will GAIN tickets depending on its distance from the center. If a CF FOB is in the center 20% of the AO it will generate 25 tickets per 15-minutes, middle 20-80% 15 tickets per 15-minutes, and outer 20% 5 tickets per 15-minutes.
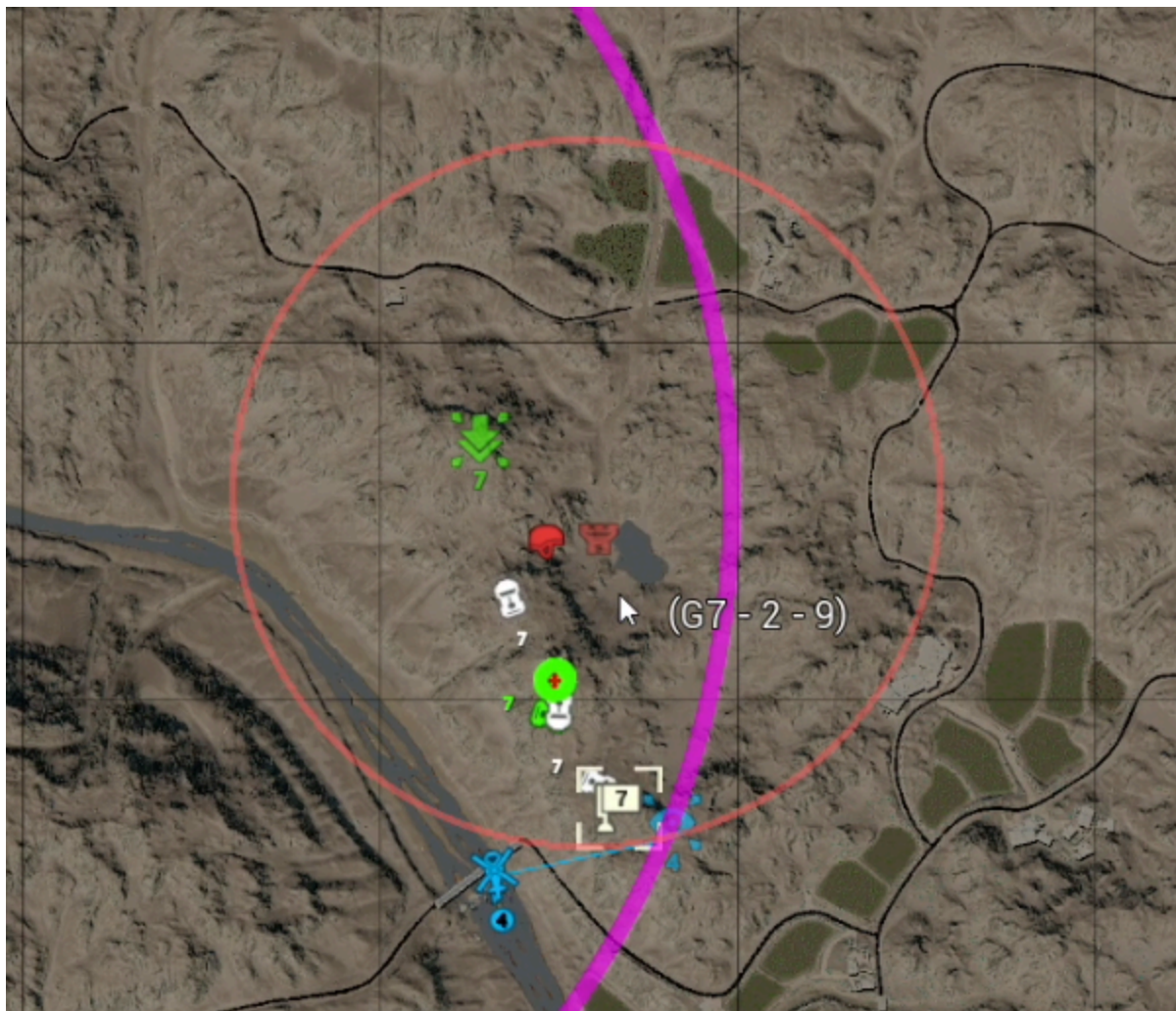
Gameplay Tip: It is highly recommended that CF FOB placements are agreed upon by the platoon or commander and are in mutually supporting positions. Players should also recognize that by creating 2 FOBs they are creating 2 positions that they must defend.

Irregular Force (IRF) FOB Mechanics:

Irregular Forces are limited to 5 FOBs up at a time and are only damaged by IED/C4 or Incendiary grenades. This is designed to give IRF the thematic experience of being native to the region and to give CF a region to begin clearing. IRF FOBs also interact with the AO. For each IRF FOB in the zone, 10 tickets are drained from the enemy team every 15-minutes. This is intended to create the feeling of a growing insurgency or uprising that must be quelled and incentivizes CF to leave the safety of their FOB to patrol/clear the region periodically.

Gameplay Tip: As IRF, attempt to place as many FOBs in the AO as possible to create multiple avenues of attack and create mounting pressure on CF while avoiding traditional engagements. IRF must approach engagements as a guerilla force as fighting head to head with the superior weaponry of CF is highly inadvisable.

Gameplay Changes:

Various changes have been made to all aspects of gameplay. FOB mechanics have been adjusted as documented in the Occupation section above, but changes to the Infantry, Loadout, Revive, Suppression, Vehicle, Map Marker, and Commander systems/mechanics have been adjusted as well.

Infantry Changes:

The following changes have been made to create stickier infantry squads and incentivize players to work together and use infantry tactics:

- Total Stamina Pool increased by 20% and Stamina Regeneration increased by 10%, allows for smoother long distance infantry maneuvers
- CF Health increased by 10%, but Move Speed decreased by 10%, asymmetrical/thematic balance

- Falling Damage no longer causes bleeding, annoying vanilla feature

Loadout Changes:

Many kits have been adjusted for thematic/asymmetrical reasons, but you can find a complete list of changes [in this document](#).

- Insurgent optics removed
- Added HMG Specialist role with deployable DShK to IRF
- Added 3rd LAT to Insurgents
- Shotguns added to Combat Engineer and Sapper roles
- Most Marksmen kits removed
- Rangefinders added to SL, FTL, and remaining Marksmen roles
- All infantry roles are given 3 bandages to incentivize players to revive each other
- All infantry roles are given 2 sandbags to allow players to dig in
- SLs roles have been given shovels

Revive Changes:

Changes have been made to the Revive System in order to encourage players to wait for friendlies to help them:

- Medic revive time reduced to 4 seconds
- Non-medic revive time reduced to 8 seconds
- All players revive at 35% minimum health
- Medics heal 2x faster speed
- Dead dead is implemented for large explosions (.50 cal+, IEDs, airstrikes, artillery, tank rounds, etc) or if a player dies again within 60 seconds of being revived

Suppression Changes:

The Suppression System has been reworked to allow for actual infantry tactics to be employed:

- Saturation decreased while receiving incoming fire

- Every incoming round in proximity to your character will cause a slight flinch (larger rounds and sustained fire will gradually increase the intensity)

Vehicle Changes:

Vehicle changes have been made to rebalance how armor interacts with infantry and decrease vehicle bloat:

- Layers will have at most 4 armored vehicles and 2 helicopters with the average being 3 armored vehicles and 1 helicopter
- Added 3 VBIED (vehicle-borne improvised explosive devices) to INS/MIL
    - Technical Gerry (fast technical, 1.5x damage and radius of standard IED)
    - Technical Turtle Gerry (armored technical, 1.5x damage and radius of standard IED)
    - URAL Gerry (large truck, 2x damage and radius of standard IED)
- TOW/ATGM emplacements have been removed from the game
- 2-minute respawn timers on ALL vehicles, the drive into the AO is considered the respawn time and forces armor to engage armor

Map Marker Changes:

The changes to Map Markers are focused around decreasing visual information on the map to disincentive lone wolfing and encourage communication between command, SLs, and squadmates:

- All players can only see their own squadmates, other Squad Leaders, and friendly vehicle icons on the map
- SL player markers have been changed to NATO UNIT markers
- Removed 1st person SL ping
- Removed SL marker ranging as rangefinders were added

Commander System Changes:

The Commander role has been reworked in order to reinforce the concept that platoon leaders should be LEADING. Lethal callins have had their intensity reduced, frequency increased, and support callins have been added/adjusted.

Gameplay Tip: Commanders should be entirely focused on directing squads, marking/cleaning the map to help give squads an accurate tactical picture, and finding enemy FOB locations with their drone/UAV.

Server Owner Advice: It is highly recommended that the server owners enforce a 3-man max limit on command squads.

- CF Artillery on a 10-minute cooldown and has a reduced round count of 8
- CF Airstrikes on a 10-minute cooldown
- CF UAV on a 2-minute cooldown with a 10-minute duration
- CF Smoke Mortars on a 5-minute cooldown
- IRF Drone on a 2-minute cooldown with a 10-minute duration
- IRF Smoke Mortars on a 5-minute cooldown
- IRF Heavy Mortars on a 10-minute cooldown
- Added IRF Rocket Artillery on a 10-minute cooldown

Future Features:

The Squad Ops HC Mod is only just beginning and there are plenty of more features to be added. If you would like to see what the team is currently working on you can always visit our [public Trello board](#), but listed below are the features that the team would like to implement in the future:

- Organized Squad Creation (INF Squad, Support Squad, Armor Squad)
- Advanced Medical System (more engaging medical gameplay)
- Custom maps, factions, vehicles, and weapon
- Construction System rework (more deployables and in-depth building system)