

New Squad Mechanic - Squad Specialization System

- Purpose
 - Encourage closer squad gameplay and reward players who play as a squad without creating large balance issues
 - Buffs are only active when squad mates are alive within a certain range
 - Bonus XP towards squad reinforcements
- Usage
 - Version 1: Squad Leader
 - The specializations are present and chosen only by the squad leader
 - Squad members receive effect when
 - Within range of squad leader
 - Attacking / Defending target objective
 - Future balancing discussion points
 - Could this be changed during battle like a specialization, or set only at the beginning
 - Set only at beginning could reward squads for rotating leaders based on the tide of the battle
 - Set only at beginning could penalize squads for having wrong Attack / Defense specialization equipped
 - What happens when squad leader is downed, but not dead
 - Potential reduced buff strength
 - Potential reduced buff range around squad leader
 - Does the buff have a reduced effect for attacking / defending target objectives where the squad leader is not in range
 - Version 2: Each Squad Member
 - Each squad member has an individual specialization that can stack when within range of other squad members
 - Player and squad members receive effect when
 - Within range of another squad member (most likely smaller range than squad leader version)
 - Attacking / Defending target objective with another squad member
 - Future balancing discussion points
 - Each specialization would have to be weaker than squad leader version for balancing reasons (stacking)
 - Due to lower impact, would they even be a meaningful improvement

- Regardless of Version
 - Small increase in XP for when specialization is used, which counts towards players totals, and thus towards overall squad XP and reinforcements
 - Future balancing discussion points
 - Does attacking / defending a target objective specialization apply even if the player is the only one on the objective (ie. no other squad members on the point with them)
 - Alternative discussion around turning this into an active buff vs a passive specialization
 - Active buff could be of larger range
 - Cooldown specific to each specialization or constant across all
 - Can non-activation be grounds for transferring squad leader (ie. similar to lack of target objective)
- Specializations
 - Covering Fire
 - Nearby squadmates helping up allies take reduced damage
 - Player takes reduced damage when helping up allies if within buff range
 - Future discussion points
 - Does this apply to squad medics helping up non-squad allies
 - Does this still apply if the downed player is the one with the buff (ie. squad leader down in squad leader version)
 - Exert Pressure
 - Bonus cap pressure for each member in your squad on cap with you
 - Would need to limit stacking for balancing reasons if individual player version
 - Example
 - 2 squad members on an objective now have a value of 2.1 players on the objective
 - Would negate ties
 - Supply Lines
 - Reduce ammo and health cooldowns for player and nearby squad mates
 - Future discussion points
 - Which combination of built crates, player crates, and player packs does this apply to
 - Focus Fire
 - Reduce gun heat for each nearby squad mate
 - Reduce reload time for each nearby squad mate

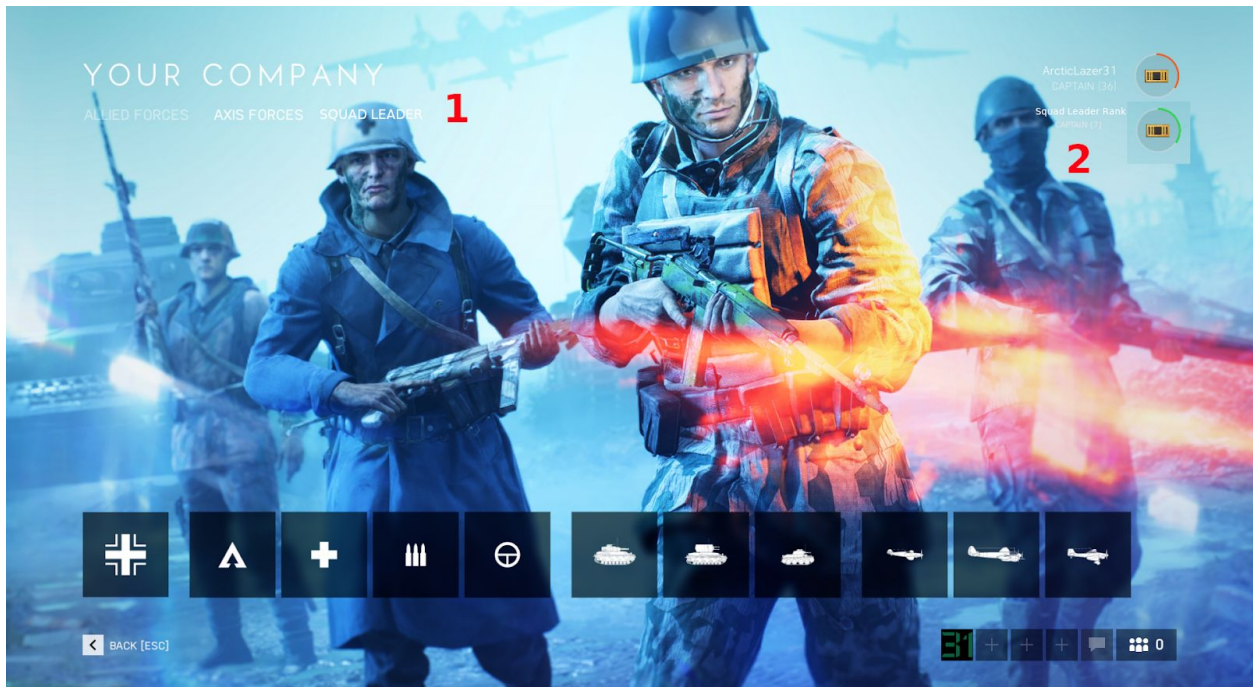
- Technical Advantage
 - Actions that require time (ie. arming / defusing objectives, calling in strikes) take reduced time for each squad member within range
 - Would most likely need to be smaller range for balancing reasons
 - For each squad mate in a vehicle, reduce repair time
 - Future discussion points
 - Repair time reduction could be split off into a vehicle specialization
- Enhanced Accumulation
 - Bonus squad XP gained for each member within range
 - Future discussion points
 - Small multiplier that does not overpower
 - Range would most likely need to be smaller
- Specialization XP
 - Each time the buff is activated, each player participating in / receiving the buff gains a small amount of XP
 - XP gained from squad specialization goes into squad score like normal (for both final score and reinforcements)
- Unlocking / Progression
 - Introducing new squad level system
 - Progression similar to that of a class
 - Would need to be only for xp gained within squad range or for completing squad objectives
 - Future discussion required
 - Bonus XP pts for those already above a certain level
 - Can start with a buff of their choosing (ie. one of the later stage ones)
 - Are the buffs set in stone, or do players get to choose them
 - Missions to gain squad experience towards squad progression
 - Can be unlocked at certain squad levels similar to classes
 - Tides of war events
 - Focus completing squad objectives, reviving teammates
- Firestorm
 - Firestorm is an area already focused on squad gameplay
 - As such, adding specializations to this mode would need further discussion
 - Would players be able to earn squad experience while playing in Firestorm squads

- Display in Game



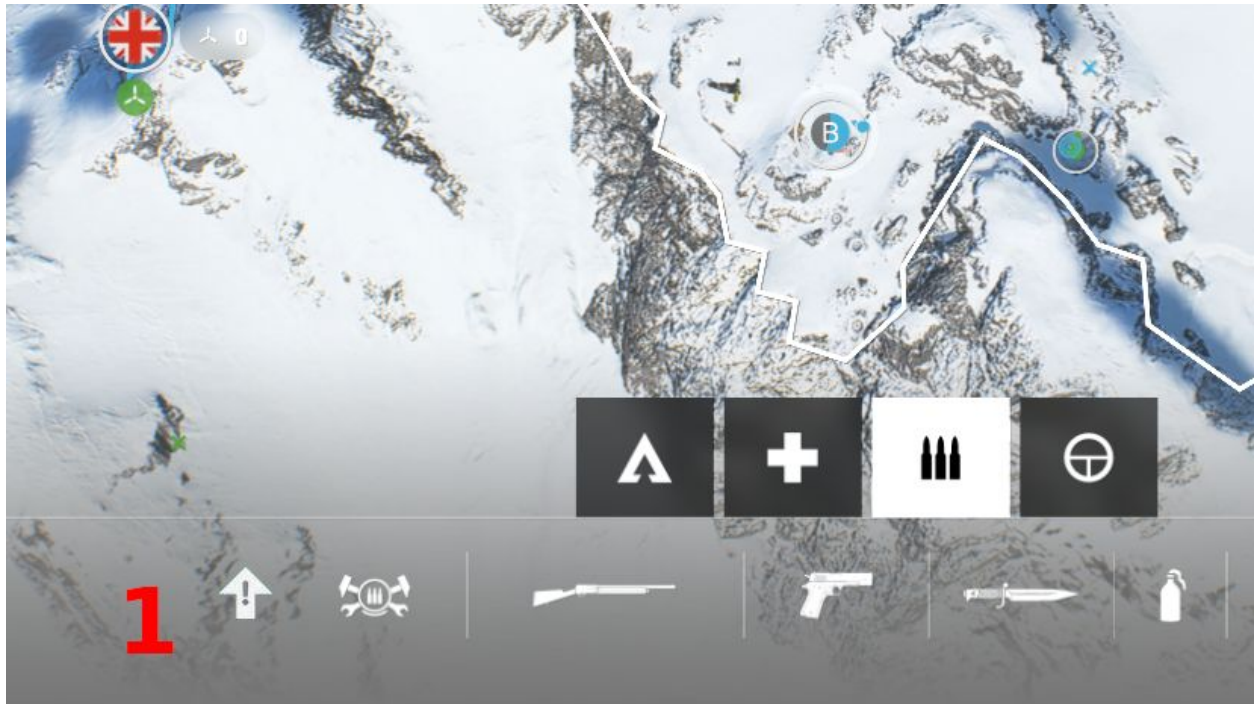
- 1) Minimap now has overlay range for activation zone around squad leader / player
- 2) Displays current buff, and its active state

- Choosing in Menu



- 1) New “Squad Leader” tab opens customization page
- 2) Squad Leader rank visible from “Your Company” overview page
- Choosing specialization would be an additional sub-menu or sub-page, stemming from either player’s company page or player profile

- Choosing in Game



- 1) Choosing in game would be an additional icon to the left of class specialization during the respawn overview screen