**Lightning’s Guide To Leading ‘Randoms’**

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**How To Start Off**

Note: This guide is based off of the leader being in charge of Frontlines and having another experienced player running logistics.

Now this is rather brief **guide** for leaders, guide is highlighted because obviously you can vary your leadership style but this is about the basics of leadership that all should roughly follow.

Depending on who you are, you may have different preferences to how you wish to communicate with your randoms, but before I discuss this, let's get you some randoms.

So firstly you will want to join a populated server, around 70 to 80 active players at the least should be required. Now chose your side and find an active town or battlefront. It helps if your rank is at least Warrant Officer so you can form a coalition. Now I would recommend going onto the FOD (Foxhole Official Discord) and joining the corresponding channel to the server and team you have joined, If there are players in this channel then great! The more the merrier as they say, but if there aren’t any put a message in the #general chat that you are there and want players to join you and put a message in the Team chat. Now try and find individuals as you go along through your time playing.

**Warden Leadership**

Now I’m not going to lie, but the current stereotype that Warden ‘randoms’ are better than Colonial ‘randoms’ is true, and unfair this may be, it does benefit leaders for the Warden team.

If you have followed the first steps provided and you have gathered a group you need to assign some people to logistics (Around 3 to 4 is effective) and the rest to fighting.

Make sure you are firm and strict, but try to be nice whilst not much is happening to become likeable, having a good sense of humor always helps out!

If any of the players are being annoying, uncooperative or ‘toxic’ over the Discord voice comms try to talk to them *calmly* or ask a moderator to talk to them and sort it because as you are aware this is a team game and not being a team member that is helpful can waste a lot of time that can be used to help win the war.

**Colonial Leadership**

Colonial leadership currently is far harder than Warden leadership. Sadly players are less cooperative when not over voice communications and generally more griefing and team killing happens on this team. Try and deal with this the best you can and vote kick griefers or have a moderator deal with it.

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**Logistics**



Logistics is the most important part of a good team by far and can win any way if stable enough. With your group of 3 to 4 logistics men assign one as the leader of it (Preferably a more experienced player who has logistics experience) and have them move to the other corresponding channel provided on the FOD. (See Image for reference).

Now as the leader of the frontline squad it is your job to switch between channels and coordinate the logistics to bring what is required to your FOB or Townhall.

Make sure to always have foxholes lining the roads the logistics trucks will be driving on to keep truck loses down!

**Attacking**

Attacking is the most exciting part of the game, but there are some steps to it to make the attack as successful as possible.

1. Make sure you are supplied with weapons, ammo, explosives and most importantly Spawn Supplies (Around 120 should sustain you for a long while)
2. As you attack, have logistics drop off around half a truck of materials so you can line the road towards the enemy town with Foxholes, guaranteeing safe passage and greatly reducing the chance of flanking by the enemy.
3. Utilise grenades to the fullest! Four grenades to take out one Foxhole and Nine to take out a Pillbox, this is the most important weapon of attacking due to the light weight of grenades and the fact that literally anyone can carry them, so make sure you are supplied with these and that you are using them to the maximum.
4. Reconnaissance! Some good reconnaissance can be very helpful, you can decide which way you want to attack a town and how much man power/weaponry you will need. Always have the bare minimum of scouting done before an attack.
5. Destroy any Outposts, Barracks or Townhalls the enemy has, this will prevent direct spawning in the town, increasing the time taken for the enemy to defend and reinforce the town.

**Defending**

Defending is the easiest part of Foxhole but it can be very stressful. If you aren’t attacking the enemy then you should be fortifying the roads of the city and the surrounding area, make sure logistics can run in and out of the town to supply you.

If your men are idling whilst you aren’t being attack have them begin scraping for the logistics, this can be a great help in the long run as logistics can be effectively halved in production time depending on how many people are scraping and helping out.

Now when the enemy is attacking you need to make sure you have men covering the main force of the enemy and some protecting either flank. You can usually have more of your men on the flanks because ‘randoms’ that you haven’t taken charge of will most likely go into the main force straight on. (Use the image for reference to the idea conveyed)

**Fortifications**

Now in a town your fortifications should be made up of these structures in order of priority:

* Foxholes
* Gun-turrets
* Walls
* Garrisons
* Pillboxes
* Howitzers

Foxholes should be every where! Every street should have foxholes along side (not on) the road and each building on the outskirts of the town should have foxholes around them.

Gun Turrets **need** to be on the main entrances of the town, Around 4 near the townhall and as many as you want to place around the rest of the town

Walls can be used to completely bunker down into a town if it is to be the main frontline fort for your team. Make sure there are no gaps and all walls must atleast be reinforced, none should be fences!

Garrisons are very strong buildings that can be very helpful in stopping enemy attacks but can be a bit weak at times. Make sure these are built after other specified fortifications are built.

Pillboxes are very effective at preventing enemy attacks on roads and streets but are easily flanked, use these in coordination with Foxholes and to cover entrance ways

Howitzers should only be used if the logistics is up to it and you have the squad to man it. Don’t waste time and effort on one if your men can’t use it.

**Conclusion**

To conclude, You need to be a firm but friendly leader who has the ability to gather men under your command.

Never send your men to their death and make sure if there are newer players you quickly run them down on how the game works.

Keep your towns and roads safe and make sure an advance will be successful by securing your flanks with Foxholes.

Further information:

This has been Lightning’s guide to Leadership and I appreciate it that you took the time to read this guide, If there are any issues in spelling, punctuation and grammar or If I have missed a topic, PM me on discord (Lightning#7040)

Foxhole Official Disocord: <https://discord.gg/foxhole>

Foxhole Demo On Steam: <http://store.steampowered.com/app/506770/>

If you have any further questions message one of the Moderators on this Foxhole Official Discord or use @Community Helper to get the attention of our Veteran players.

Any bugs encountered can be reported in #Bugreport on the Discord and any suggestions you may have can be seen by the developers in #suggestions on the Discord.

-Lightning

(Map Drawn by user \_\_S \_\_I\_\_R\_\_)