

Flag Defense Manual

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Welcome!

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Introduction

This might be the first attempt at making an online flag guide that is not dependent on something like Google Docs or Microsoft Word. In any way, welcome! In this guide, I will go over the basics and specifics of what it means to be a flag guard or flag bearer. At the end of it, you will be trained in basic game sense, following commands, taking initiative, and other fun things. Let's go!

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Baby's first steps

Hello, soldier! Let's start with the basics:

<--- This is your flag. It might differ from regiment to regiment, but this is the basic appearance.

First thing you'll notice: There's a green icon. This is the "near flag icon". The flag is one of many sources of morale in the game, so you, as a flag bearer, will keep the flag near your company (that's the group of teammates you're playing with) so their morale will be at an appropriate level.

So, you're playing the game, typically in a line formation. You're doing your business, trying to aim at some guy 100 studs in front of you. Then, at the top of your screen, this is visible:

You might panic the first time, that's normal. This is commonly called the "flag down timer", a countdown that activates when the current flag bearer, dies. The flag drops to the ground, in the drooped position, like in the first image. So what do you do? It's simple:

1. If you've just fired your musket, stop reloading.
2. Zoom out your camera as far as you can.
3. Find your flag, and walk to it as fast as you can.

Press E on the proximity prompt on the flag. It looks like this:

You've done it! You've picked up the flag. You're now a **flag bearer**.

I have the flag, what now?

So you've walked to the flag, held E on your keyboard, and the flag is now in your hands. What now?

First thing to notice is this: You no longer have your musket. The icon on your toolbar is greyed, and you can't use it. This means your **loadout** has changed.

Instead of your trusty musket, you have a pistol and a sword. In most circumstances, you should avoid using them. The pistol is highly inaccurate (compared to the musket), and the sword does little damage, at most 40 with full morale. For now, just avoid them.

You're now holding the flag. Here is a list of basic keys you can use while bearing the flag:

1. F (you hold the flag in your right hand)
2. L (you hold the flag in your left hand, your stance changes to this automatically when you equip a weapon)
3. G (you hold the flag outwards, with both hands. This reduces your walking speed by about 50%. Not useful)
4. H (This key is also bound to taking your hat off, so you might press it accidentally trying to change your hat.) **DO NOT PRESS THIS KEY.** Your movement speed is **reduced to 0 which basically means you stop moving immediately.** This is what is colloquially known as "fucking up"

Movement

When you pick up the flag, you might notice there is now a faint **circle** around you. This is the flag's **area of influence**. Every mechanic concerning the flag is related to this area of influence. For example, a morale buff is given to soldiers of the same company inside that area, and the rate at which your company strength (more information later) is regenerated. The typical game state is a line formation, composed of your fellow soldiers. Here, if you're a flag guard, you aim to form in the middle of the line, which on average is the position closest to the flag. For the flag bearer, their task is to distribute the "spawns" (because all company members spawn in a radius of 10-12 studs from the flag's origin point), and the flag's morale buff. The simplest way to do this is a "back and forth" motion across the line, going from point to point, unless instructed otherwise by your commander.

Oh God, mom help me

Breathe, relax. Panicking is a natural response, you don't know what to do, there's lots of sounds and enemies around you. So what do you do?

First and foremost, **find your commander**. If you can't find them, look for their ping (blue icon with a flag bearing their username). If your commander draws a line, position yourself at the center of that line (the blue icon) unless specified.

Second, look around you. Where's the nearest enemy line? Is your company strength at risk? These are things that you should keep in mind always. They will become second nature after long enough.

If your company's strength reaches 0, your company will **break** and enter the **routing** state.

The flag has various "company status" messages that will appear on your screen.

1. Company is safe
2. Cannot spawn! Company is broken (only from respawn POV)
3. Cannot spawn! Held by Enemy (only from respawn POV)
4. Cannot spawn! Too close to main spawn (only in Fort Barraux)

The rate at which your company strength drains depends on the distance between your flag and other enemy/allied flags. The maximum is ~4 strength gained/lost per second, which is the equivalent of three allied flags in each other's area of influence.

Additional Resource: [jiji's Company Strength calculator](#)

m is the number of soldiers in your company

B is the number of teammates around your company (might be the flag's area of influence but I'm not sure)

O is the number of enemies around your company

The resulting total company is viewed in the result box next to the formula.

Flag Guards & Flag Bearer

Group movement: If the line's moving "up" that is, marching forwards, flag guards have to walk with the flag and "lag" behind it, to pick it up if the flag bearer dies mid-walk. If the line is retreating, or "pulling" flag guards walk in front of the flag on the side of the enemy line, acting like a body shield so the flag doesn't lose momentum. Flag Guards form up in the middle of the line to have the shortest distance to the flag.

Communication

Of course, all of this can't exist in a vacuum. You cooperate with your fellow flag guards. The simplest way to do this is, if you're a flag bearer, signalling to your guards you're going to drop the flag for them to pick up by crouching. In the case one of you has **Officer Permissions**, this is unnecessary. An officer can "take away" or force a drop by pressing the N or J keys on their keyboard. When an officer takes away or forces a drop from another soldier, that soldier obtains a "pickup time penalty" where the time to pick up the flag will be increased from ~0.7 seconds to ~3-5 seconds. If another soldier picks up the flag, the penalty is removed. Taking away a flag during a teleport or death can cause the FlagModel to fall through the ground. An experienced flag bearer can be expected to use voice chat to give commands or "backseat" the flag.

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More Resources!

Not satisfied? There's plenty of additional resources all over the game, and in almost every big regiment there's a flag defense department you can enlist in, maybe there's one in your very regiment!

Credits:

Escadron Bayerische de la Drapeau - Premier Corps

II Corps État-Major - Département de la Drapeau du 9ème Légèr (rip)

Département de la Drapeau du 10ème Légèr

jijiDeVegetables - 112ème Ligne

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