

# Basic Infantry Tactics



by

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Written for

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# Introduction

Hi, I just wanted to say a few words before we begin. This guide was written with new gamers in mind. Therefore, if you find parts of this guide too easy, fear not. If this guide proves to be popular then I will write a more advanced basic infantry guide. More and more female gamers are appearing. Unfortunately so is increased sexism. I've provided this guide so that new female gamers can learn easy tactics without the fear of being talked down upon. However, keep in mind that not all male squads are that way. My squad has a couple of female gamers and I value them as much as any man in my unit. If we all work together we can overcome the prejudice and make all gamers that wish to have fun a part of one big community. So check your gear. Suit up and let's begin.



Hello, Welcome to basic tactics 101. In this lesson you will learn some very simple but effective tactics to help you on the battlefield. Keep in mind that most military strategy is common sense. However, it is exactly the easy nature of the actions that make it difficult for people to focus on them efficiently. It takes so little brain power that most find the nature of tactics boring. The old saying, "It's so easy it's difficult" applies here. The only thing that separates a truly great soldier from a good soldier is the ability to focus on the little things. With that said we will begin.

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## Things That Make A Good Soldier.

There are only a few things that all good soldiers have

### 1. Confidence

You must be confident in your ability. Confidence will come over time. At first you will be a bit timid. That's natural. You **WILL** make mistakes. Let me repeat that. You **WILL** make mistakes. Don't worry we all started out like that. Just be calm and try to focus. If you never make a mistake you'll never learn.

### 2. Team Work

You must be a good team player. It isn't about how many kills or what your score ends up being. It's about what you add to the team. I would rather have a person that is able to focus on the little things than a big score maker on my team any day. Thinking for the team instead of yourself is vital.

### 3. Adaptability

Being able to quickly adapt to a given situation is also vital. You will develop this in time. You'll notice that the more you play the easier it is to bounce back from mistakes.

### 4. Leadership

This really goes along with number 1. I placed it at number 4 because you must fully develop the other 3 before you can be a good leader

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## Things That Make A Good Leader.

### 1. Staying Calm

Remember, it is your job as a leader to inspire your troops. In all forms of combat (both real and virtual) soldiers look to their leader for strength. It is your job to remain calm and confident regardless of the situation. Doing so will raise the morale of your squad. A soldier that is nervous will calm down if those around them are more relaxed.

### 2. Don't Condemn or Criticize a lot

DO NOT harshly criticize your troops. This is the best way to lower morale. Yelling at your troops doesn't really do much but get them to think you're a jerk. After all this is not real war. It's just a game. A game that is to be played for fun. By yelling at your players you will only lower the confidence in themselves and in their leader. They will become disenchanted and not able to focus. Instead, it's much more profitable to sit down and discuss what happened and how to make it better. Most often you will see that the player that messed up knows what they did wrong. Even if they are having problems actually doing their job. Remain calm and help them practice. It is not good to judge your team. Remember, even God doesn't judge a person until they have lived their final day. Why should you?

### 3. Being helpful

Help your team mates. If they are having problems then take the time to help them. This will breed team work, fun, and friendship. After all that's why we play these games isn't it?

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# Basic Tactics

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## Hard & Soft Cover

It's really called cover & concealment. Since most people get those mixed up. I call them hard cover and soft cover. Here is the Difference

### Hard Cover (Cover)

Hard Cover is anything that hides you and offers protection. Such as, a brick wall, building, or a car.

### Soft Cover (Concealment)

Soft cover is anything that helps hide you but doesn't offer protection. Such as, a bush. A bush helps you hide but it won't stop bullets ;-)

Of course hard cover is best so try to use hard cover whenever possible.

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## How To Move Over Open Ground

The key while being in the open is to make yourself as small a target as possible



As you can see the standing person is a much larger target than the other two.

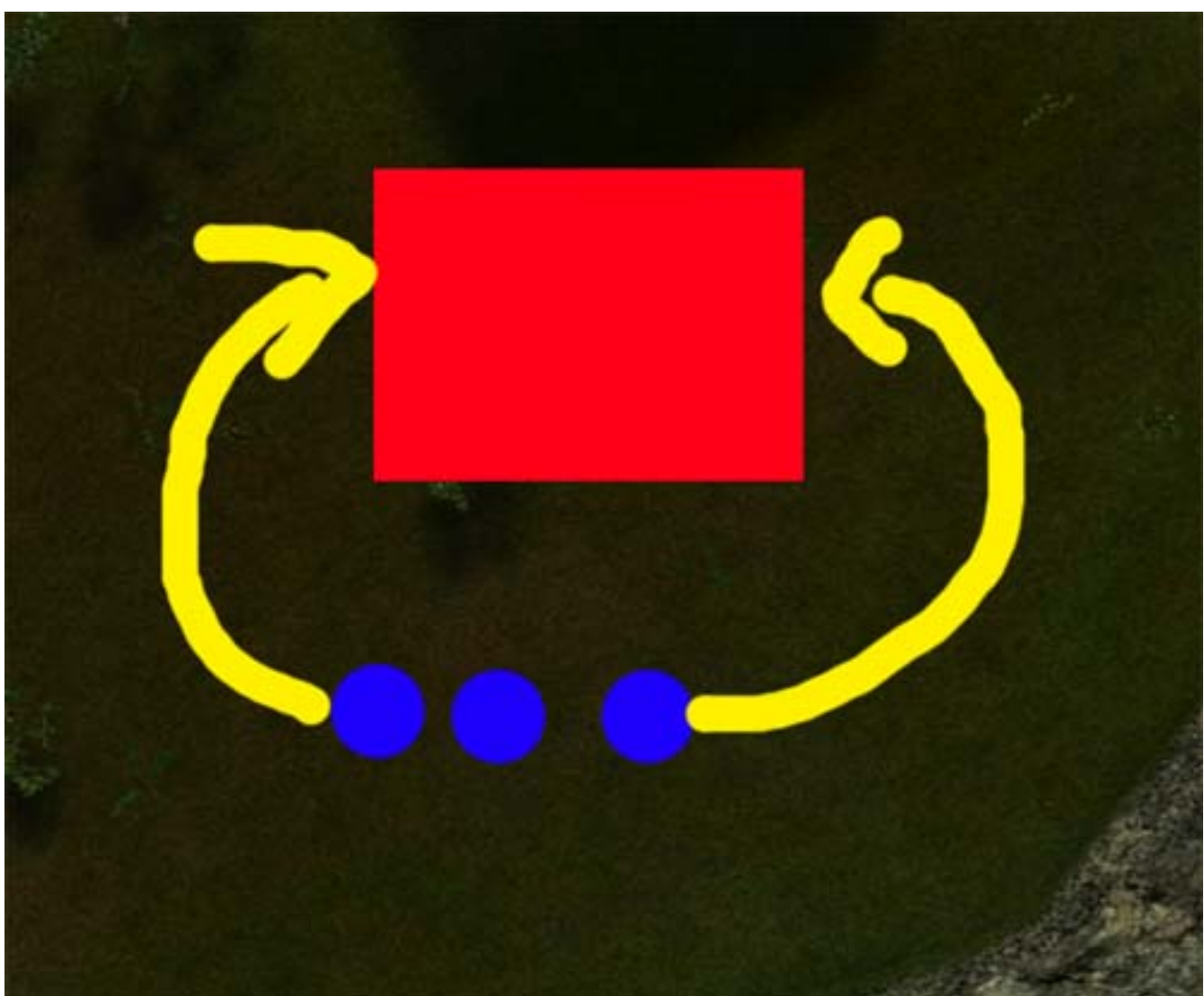
Making yourself a small target will force your enemy to make an accurate shot. The key is to make your enemy work as hard as possible. You do this by lowering your over all silhouette. Your silhouette is smallest when you are laying down. However, you move slowest in this position. So it's not advisable to crawl all over the place like a slug ;-)

The best movement position in terms of speed and smallest target is your crouched position. That doesn't mean that you can't move while standing up. It just means you should try to limit the time at which you are standing. You should only stand up straight when no enemy is expected in the area or you have to get to a spot of cover quickly. For instance, if your running across an open field or street. It's best to move as fast as possible to get into cover. So you would stand up and run quickly. NEVER stand up straight once you get to your position. Also, you should move from cover to cover. DO NOT just run in a straight line to your position unless you know there is no enemy between you and your position. If you run in a straight line to your position it makes it easier for you to get hit by a sniper. You want to run in a zig zag like pattern and change your levels of speed if possible. Again that forces your enemy to work harder to get an accurate shot on you.

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## Flanking? What is Flanking?

In your battles you may hear somebody say. Attack their Flank. Flank them. They are trying to Flank us etc.. Your Flank is basically your side. So if your flanking somebody then you are attacking or trying to get behind them by going after their side. Here is a poorly drawn example made by me



The Red Box is your enemy position. The blue dots are your troops. The yellow arrows are the direction of your attack. It shows that you are attacking at their side. That is what is called Flanking. Now you may ask. Why do you Flank? You Flank because generally the sides and rear are the most vulnerable points in your defensive positions. That's the basic explanation of Flanking. I would get into more detail but will reserve that for an advanced lesson. This is only to cover the basics. So remember. Flank is your side.

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## Hide your Silhouette

It's important to remember to protect your Silhouette. The key of Camouflage is to make it harder to see your outline and to try and blend into your environment. It's important to place yourself in areas that make it harder to see you. Here is a couple of examples.



Here is a good example of what NOT to do. As you can see you clearly stand out against the background. That is very bad as everybody can spot you. You should NEVER expose yourself against the horizon like this. If you have to climb a hill try to get on the other side of the hill as quickly as possible. You will at least blend in better with the grass than you will the sky.



Here is exactly what you'd like to do. I've place a yellow arrow pointing to the soldier so you can spot them. Notice how hard it is to tell that they are there. They blend almost perfectly into the bush. It's much better than the solid outline of the person against the sky. So remember to try and place yourself in areas that you will blend into better. There will be times where you won't blend in as well as the picture above. The two example pictures show two extremes. So don't worry if you won't blend into your spot as well. Just keep in mind that you want to make yourself as indistinguishable from the environment as possible.

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## How To Shoot Accurately

There are two types of aiming systems in games today. I will show examples of both. Don't worry if they don't match the exact looks of the game your playing. These are only examples.

### 1. Reticule Aiming systems

Reticule Aiming systems try and simulate various factors that come into play when you have to shoot a weapon. These factors include, body stance, movement, heart rate, and recoil. They simulate this by reticule spread. In a game that uses a reticule system you'll notice that when you shoot the reticule spreads. It also spreads when you move.



Above is an example of a reticule aiming system.

You'll notice that there are four solid lines that form a cross hair. The area within those solid lines indicate the area in which the bullet will land. There is an example below.



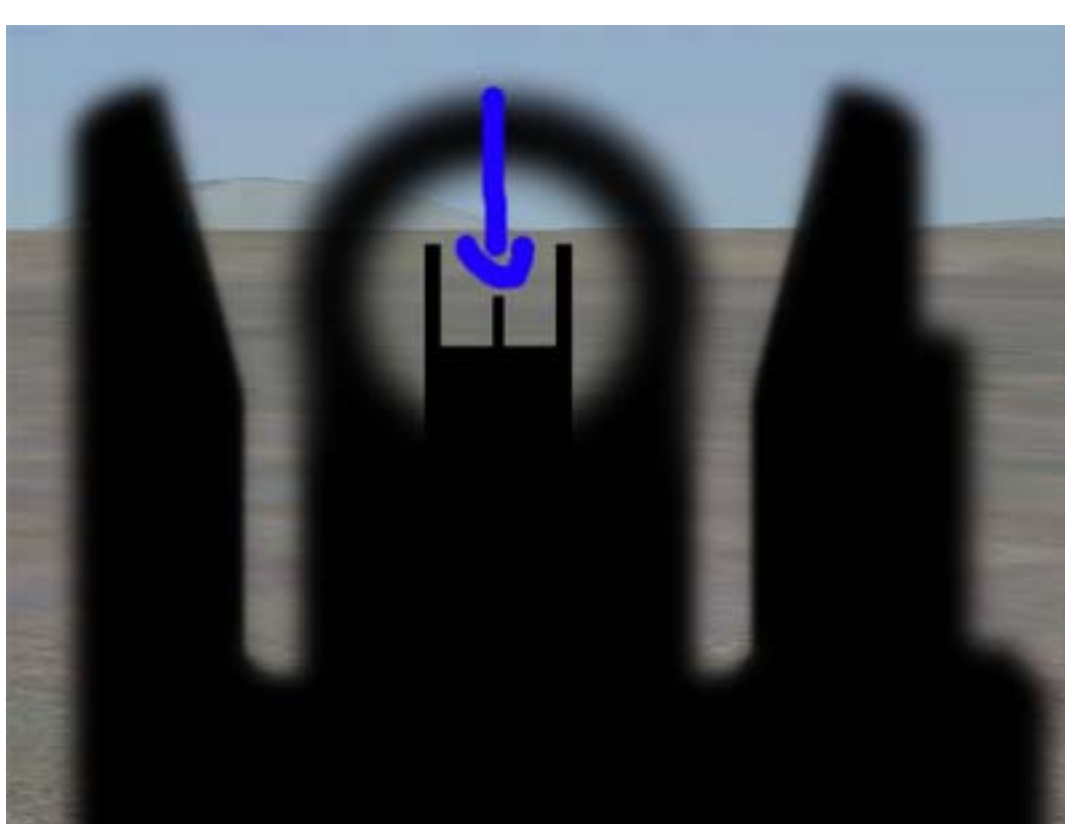
The light blue area indicates where the bullet will land. So your bullet will land somewhere inside that blue area. The wider the spread, the wider the area in which the bullet could possibly land. Thus the wider the reticule spread, the more inaccurate the shot. The key is to try and make the reticule as small as possible before taking your shot.

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## Iron Sights



You'll see that it is very different from the reticule system. Iron Sights are a lot more realistic than reticule systems. The reason is because Iron Sights actually depend on the accuracy of the user. While reticule systems only force the user to point and wait until the reticule closes. Iron Sights don't spread. They simply jump when you shoot or move while using them. A lot of people who have never shot a rifle have some trouble with how to aim it. So I will tell you. You'll notice the 3 prongs that stick up on the end of the sight. You aim by placing the tip of the middle one over what you'd like to shoot as pictured below.



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## Final Words Of Wisdom

As I've said. Don't be afraid of making mistakes. You will make mistakes and that's how you learn. Don't be afraid to experiment. Try new things out. There is no guide that can teach you experience. That is something that you have to do on your own. I hope this guide helps some people.

If you have any questions, suggestions or requests for more advanced training guides. Please don't hesitate to contact me at my email [Indyhalflife@aol.com](mailto:Indyhalflife@aol.com)

I am willing to personally help any squad or person that needs help as long as time permits. We should all reach out to help fellow gamers as it only builds a better gaming community.