

Tactical Gaming Presents

# The Infantry Tactical Training Manual

Level 1-Combined Tutor-Pupil Work Book (No Exams)

## **Aim**

The aim of this manual is to have the ability to progress players (even if they are brand new) in the key skills required to be at a competitive level of the game of Battlefield 3. This manual is also used to help facilitate player's abilities whilst allowing the freedom for players to adapt their own styles without dictating how to play.

## Level 1 Infantry Tactics

### A.) Introduction to Battlefield and the course

Battlefield 3 is the newest masterpiece created by Swedish developers dice. It is the child of their original game Battlefield.

“The **Battlefield** franchise is a series of computer and console games that started with the Windows/Mac game [Battlefield 1942](#). The series is developed by the Swedish company [EA Digital Illusions CE](#), and published by [Electronic Arts](#). The games feature a greater focus on large maps, teamwork and vehicle warfare than traditional [first-person shooters](#). The [PC games](#) in the series are mainly focused on [online multiplayer](#). The *Battlefield* series has sold 17 million units as of 2008.<sup>[2]</sup> The series has a recognizable 6-beat [sting](#) which is often used in promotional material for the games” (Wikipedia, 2011)

The battlefield genre is typically known for its huge maps, its vehicles and for being a team based game involving strategic game play. This isn't no run and gun game, you need to think and you need to outsmart to win.

With the above in mind, how do you go about winning? Well that primarily is based on the situation you're in, the tools available and the team you're playing with and against. There are no solid right answers that apply in all situations. The goal of this manual is to give you the tools and knowledge required to come up with winning solutions that are relevant for the situation you are in.

This course is the basic level 1 of infantry tactics. It provides the foundational skills required to be a winning player and covers the largest area of ground out of all 5 levels. The information in this course is concise yet precise, and with that in mind, let us begin your first module.

Your Real training begins here...

### Module 1

Just to recap, this is what is covered under Level 1, Module 1 (or 1:1).

Module 1...Lone Player skills

- 1.) Basic Movement around the Map
- 2.) 10 Survival Principles
- 3.) Spatial Awareness and Camouflage
- 4.) Class Awareness and Skills
- 5.) Weapons Awareness (right tool for the right job)
- 6.) Basic Contact Drills and a Simple Strategy
- 7.) Suppression System and How to Abuse it!
- 8.) Basic MOUT training: Windows and Corners + Know your Flanks.

### 1:1.1 Basic Movements Around the Map

Battlefield Maps are tricky to move around. They aren't flat; they have trees and roads in the way. There are drops, buildings and different levels that your character can't climb over. There's even some levels where abandoned vehicles block your path.

Your trainer will take you into a game and practice moving over obstacles with you. They will also teach you tactical movement as described below.

#### *Tactical Movement*

One of the things you have to consider when moving is... what if?

You have to think, what if I'm spotted? What if a tank appears from out of nowhere? What if a helicopter starts firing at me?

You should always assess the situation in the environment and decide whether taking the direct route is the best option or taking a longer route with more cover is a better decision.

Also, consider the terrain. Can you manipulate the situation by using the terrain to the biggest advantage? Does the terrain have dips or peaks? Does it have a high position to receive the area?

Finally, consider your destination. What situation are you moving into? What are the potential threats there? What are the actual threats there?

#### Trainer

Practice moving through Kharg Island, Operation Firestorm, Operation Metro, Caspian Border and Seine Crossing.

### 1:1.2 10 Survival Principles in Battlefield 3

One of the aims in the training is to improve your skills as soon as possible. This is a quick fix module giving you 10 rules to improve your abilities immediately.

The Laws described below are on the forums and were created for BF: BC2. Most of these still apply for BF3

The rules are a summary of a discussion on the forum and have been reduced to the simplest form as some are a selection of several laws combined.

### Battlefield Law 1	Be aware of and avoid standing in direct open spaces where possible.
### Battlefield Law 2	Try to take the indirect/difficult route and be aware of approaching from the obvious direction.
### Battlefield Law 3	Always communicate and work with your squad effectively (SAL reports and mark enemies... etc). Be a team player!
### Battlefield Law 4	Be aware of your surroundings and how to use them. Use terrain, item drops, vehicles and buildings where possible to your advantage.
### Battlefield Law 5	Be aware of the strengths and weaknesses of vehicles and weapons. Use the right tool for the right job in the right way.
### Battlefield Law 6	Think about the consequences of any actions you might take. Don't go for the knife if it's too risky, consider being stealthy instead of loud at times... etc.
### Battlefield Law 7	Assault Objectives with the least resistance. If an entire team is on one side of the map, take advantage of it and assault the ones left undefended. It's easier. Don't get involved in unnecessary fire fights.
### Battlefield Law 8	Suppress, Suppress, Suppress: When under fire, use suppression to your advantage.
### Battlefield Law 9	Intel is your friend. Find out as much as you can, in any way you can and take action on it.
### Battlefield Law 10	Keep your morals and follow TG Guidelines for in-game behaviour.

You will be required to memorise these laws as part of your theory exam at the end of the level.

You can find out more about the exam by asking your trainer or squad staff.

The exam covers the theories you have learnt and tests you in a practical way as well.

### 1:1.3 Spatial Awareness and Camouflage

The aim of this section is to increase your spatial awareness and your ability to camouflage yourself. This will be done with you by your trainer in game.

#### Trainer

Cover camouflage in open ground. Cover silhouettes, Cover stealth and using dead bodies, smoke, rubble and boxes as a way of camouflage in urban terrain. Define and explain going loud and going quiet. Reference fire statuses: Yellow and Green.

#### Student

One of the main things to consider is scanning your immediate area. Check your corners, check your flanks and check dark places. Always scan the surroundings that you are in. You will automatically lock onto things that move so be aware of objects that are still. Is there a guy camping flat near an objective?

Use your camouflage training and be aware of people trying to do the same as you've been trained to do.

This can only be taught by the person who is playing (i.e. You).

You have to make a conscious effort to spot and keep eyes out in your surroundings.

### 1:1.4 + 5 Class-Weapon Awareness and Skills

- Please visit <http://tw.tghq.org/index.php?showtopic=59112>

Below is a brief description regarding each of the classes.

The assault class is a frontline kind of guy. They should constantly be moving, constantly be the aggressors and reviving people where possible. If the Assault equips the M320, this can change its properties. The use of the "noob tube" turns the class into a Grenadier whilst the buckshot gives the assault CQB properties.

The Engineer is the CQB (Close-Quarters Battles) and anti-vehicle explosives expert. On TDM, the use of the SMAW can seriously cripple enemy positions. After this, an SMG that the engineer carries can be used to clear buildings or shoot from close range and finish the job.

The Support works with the engineer and the assault class. Their role is to support the rest of the squad in any actions or tasks they are currently undergoing. They equip LMGs (A.K.A GPMGs) that can be used to lock down or suppress an area. Their main focus is giving ammo and securing zones. This is a very defensive class and your mind should always be focused on defending areas and your team mates with this class equipped.

The recon is different depending on the choice of weapon equipped. You can be an Assault-recon or Sniper-Recon. An Assault-recon is a second line guy who follows the Assault class and places sensors and spawn beacons down to assist any front line team mates. As an assault-recon, you should not consider leading the troop where possible as its weapons are fairly weak. Think of your role as intelligence gathering and supporting the front line force. A Sniper Recon has a number of different roles. You could focus on remaining stealthy and spotting targets with an MAV or through your scope. I would like to call this class style a spotter-recon. You could also play other roles such as an offensive sniper who moves forward by small amounts and engages targets from a distance. Finally, you could be a defensive sniper who remains by an objective and engages targets who attempt to take the objectives. The defensive roll would be done from a distance.

#### 1:1.6 Basic Contact Drills and a Simple Strategy

This is the standard framework when under contact by the enemy. The process is as follows:

- 1.) Analyse the situation in front of you.

Take in all the information required. This normally refers to the environmental and situational information. Also, you need to start gathering information regarding the tools and equipment you have available to use.

- 2.) Assess the situation in front of you.

Using the information you gathered from analysing your environment. You need to assess this information and consider what is actually going on in front of you. You also need to assess what are your options regarding how to adapt to this situation. Assess what the best adaptation would be.

- 3.) Adapt to the situation in front of you.

Come up with a chosen decision regarding how you are going to adapt. This could be as simple as shooting back at a contact, or calling in air support. More about adapting will be covered in level 2.

- 4.) Action: Take action on the situation in front of you.

Now that you have your adaption plan, implement it. Actually do it and take action on it.

The above is a simple framework that can be used in any contact situation. You may also wish to consider the consequences of the actions you might take and how it affects your current goal.

Next, we will move onto several simple strategies to use once you are in a fight.

### Fire Fight Strategy 1- 4 FFFs

The below framework can be used as a strong infantry tactic when facing a defensive position:

- 1.) Find them
- 2.) Fix them in the same spot
- 3.) Flank them, attack at a new angle
- 4.) Finish them off

Find your enemies, Fix them in the same location, Find a new flank to assault them on, and finish them off.

### Fire Fight Strategy 2- Overwhelm

- 1.) Overwhelm them with force

If you have friendly air, mortars, vehicles in the area, RPGs or anything that can cause more damage to your enemy than typical small arms. Use it.

This strategy is brilliant against heavy tanks that rush into an area filled with several infantry. If all the infantry started firing RPGs back at the vehicle, from different angles, and an apache engaged the tank at the same time, the tank will not survive long. The occupiers will be overwhelmed with effective fire from several locations and no doubt bail or be killed.

### Fire Fight Strategy 3- Snatch Ambush

- 1.) Lure your enemy towards your location (use yourself as bait)
- 2.) Turn the tide against them by having an ambush or a trap set up for them such as a claymore, C4 or yourself hiding who will take them out.

Most good players take advantage of this strategy. They will trick the enemy into thinking they have the upper hand, allow the enemy to fall into the trap then take them out. When people think they have the upper hand, they tend to reduce their defences and only focus on the kill. This allows you to surprise them with something unexpected.

### Fire Fight Strategy 4- Lone Wolf Ninja

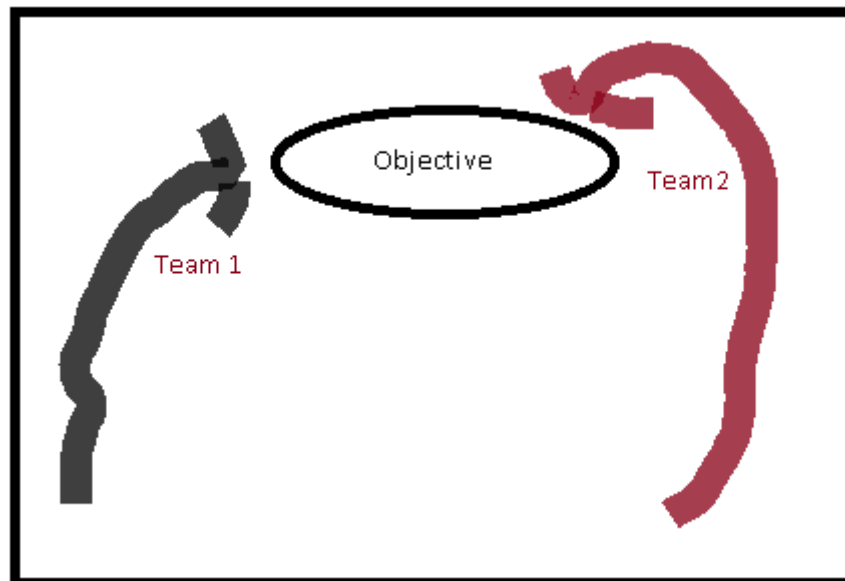
- 1.) Wait until your enemy is most vulnerable.
- 2.) Attack when they least expect it with overwhelming force.



This strategy involves keeping hidden and waiting for a moment where the enemy is most vulnerable. The hero (friendly) then takes out the enemy with overwhelming force. Your goal is to act as a tiger, keeping to the bushes and waiting for just the right moment to pounce.

#### Fire Fight Strategy 5- Pincer attack

An attack from opposite flanks that causes the enemy into a cross-fire. One benefit of this is you can have one team that draws the enemy fire whilst the other team sneaks around on another flank.



The above is an example of a pincer attack. It involves 2 teams attacking an objective from different angles. Team one attacks the objective at 9 o'clock, whilst team 2 attacks from a 2 o'clock position. Team 1's goal in this case could be just to draw fire, whilst team 2 gets into defensive positions then engages the enemy.

Another way to do this is to simultaneously engage an objective from several flanks with both teams tasked as assaulters. An example is you are heading up to objective Charlie on Caspian Border and you see that it is being taken. You are in a buddy team with one other player and you decide you want to re-secure the objective. You hear over your headset that there is only 1 enemy on the objective. If you used a pincer manoeuvre, you are almost guaranteed to take out the enemy. This is because he will be in a cross-fire.

You communicate through with your buddy and you both agree what to do. You take alternative sides and scan around trying to find him. You take down the soldier to find a tank has just made its way up and is firing at you. Due to the pincer, your buddy is on the other flank where the tank isn't looking and has C4. He quickly runs over to the tank and deploys the C4. The tank explodes and you have secured the objective.

*Note: Level 4 students may want to progress the above section further.*

### 1:1.7 Suppression System and how to abuse it!

Battlefield 3 has a built in system called the suppression system. This suppression effect occurs when bullets fly past a person. The result is the opponent's screen going blurry and the control of their character changing a bit. This is highly disorientating and makes things more difficult for the enemy.

So, what are the various ways to take advantage of the suppression system?

The best way of thinking here is the following questions...

**Would it be a strong advantage if my opponent was suppressed?**

**Would it put me at a disadvantage if I were suppressing my opponents?**

Use these questions in deciding whether or not to do it.

Offensive Suppression tactics are as follows:

- 1.) When assaulting individuals, the use of suppression is a great tool to cover advancement of friendly forces and protect them from fire. It is used to protect friendly forces from fire and to push the enemy back.

<<<< Level 4: please expand this section>>>>

Defensive Suppression Tactics are as follows:

- 1.) Use Suppression as a tool to control an area. If your enemy is pushing through an area, a LMG can be used to stop any advancement by infantry.
- 2.) If you are moving and you suddenly come under fire, firing back in the general direction of the rounds can suppress your enemy. The resulting effect of this is them losing accuracy and buying you some extra time to adapt (perhaps taking cover or spotting them and shooting more accurately).

<<<< Level 4: please expand this section>>>>

#### Exercise: Pepper-Potting

Trainer: Please introduce pepper-potting under fire to the student. Give examples of Grand Bazaar as a possible map to practice this technique. Jump into a squad rush match with 8 TG members and learn the technique fully on operation metro. Practice it in a public Op Metro Rush game and Grand Bazaar conquest game.

### 1:1.8 Basic MOUT training: Windows and Corners + Know your Flanks.

MOUT stands for Military Operations in Urban Terrain. This refers to fighting in built up areas. On Battlefield 3, this mainly applies to Seine Crossing where the entire map is based in urban terrain.

As this is a summary on the ideal method of attacking the map, the ideal framework is as follows:

- 1.) Check all your corners
- 2.) Use your spatial awareness training; consider places people could hide and how they could camouflage themselves (rubble...etc).
- 3.) Always scan the windows in the buildings around your locations, be aware of locations that are typical places people attack from (over watch positions). Your trainer will show you these.
- 4.) Know your flanks. Know the routes on the map and places where enemies could flank your location.

Try and cover all the angles when defending a position and remember:

\*\*\*windows, camo, corners, flanks and routes\*\*\*

**This is the end of Level 1, module 1. Please review all the material before progressing to module 2. Try applying some of these skills during your games before advancing.**

## Module 2- Team Player skills

This following module is designed to help progress you from a single player into a team player. Quite often the whole is better than the sum of the parts. Battlefield is not meant to be a single player game. It is designed to be played as a team, and with that in mind, let's begin your 2<sup>nd</sup> module.

### 1:2.1 Definition of a Team

The dictionary defines a team as a group of people working together towards a single goal. I would like to expand on this and define a team using the definition below:

*"A team is a group of trained and communicating individuals who all focus on completing a set goal by the designation and acceptance of roles. These roles are used to designate tasks and the tasks are a product of splitting the overall goal into smaller steps that are needed to achieve this goal."*

Task:

Discuss this definition with your squad and what it tells you about working in a team.

Define and discuss how to be a team player.

### 1:2.2 What Makes a Great Team

Discussion Exercise: Discuss with other squad members what makes a team great?

A great working team can be summarised into making good use of the 7 Cs. These are list below:

*Clear Expectations*– Must be clear on what is expected from the team

*Commitment*–Must be committed to each other and the current objective.

*Control*–Must be disciplined enough to stay on track and remain focused

*Collaboration/Co-operation*–Must work together to achieve the task

*Communication*–Must communicate effectively with each other

*Creative Innovation*–Must be encouraged to come up with new solutions

*Change*–Must be willing to change and improve, and not want to stay the same.

Task: Consider each of the objectives above... Which do you think your team is lacking? Which are the most important? How could your team improve in these areas?

Task: Come up with an example for each of the Cs.

On the game itself, a great team is split up into two sub-teams. There are some individuals who will focus on the game specific goals (arming on rush, capturing objectives on Conquest). There are also other individuals who will play a brilliant supporting role making it easier for others to complete the objectives (chopper pilots, jets, tanks on rush, snipers at a distance, mortar teams...etc). A great team on battlefield often contains both of these types of players at just the correct levels. If the team just had support personnel, the objectives would not be completed and if the team just had objective-focused personnel, achieving the objective would be too difficult due to overwhelming defences.

What is the correct balance? That depends on how the enemy team is playing and what the current status of the game is. If on a game of rush, for example, the enemy team had overwhelming defences, 80% of the friendly may want to take a supporting role to destroy and distract the defences allowing 2 or 3 people to attempt to arm the objective.

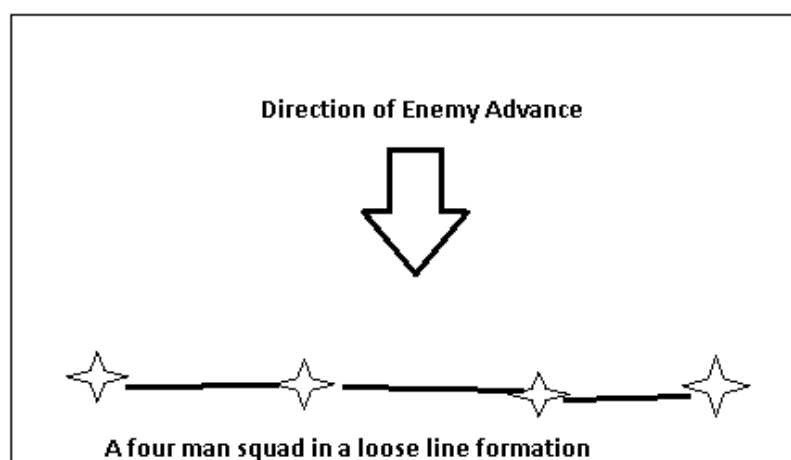
### 1:2.3 Basic In-Game Formations

Is this really taking things too far?

The answer to this is surprisingly... No!

Formations can play an excellent role in Battlefield 3. Formations are especially useful if you are required to defend a location or if several angles of fire are required. There are several offensive and defensive formations that can be used. What is most important to consider is the nature of formations. Are people going to focus on being in the exact shape so much that they lose focus on the environment? That must always be considered by the FTL and a good balance is always required. The main formations that are used in TG are the Line formation, the V formation and the diamond formation. Until you get to FTL level (level 3), all you need to know is how to get in the formation and what each looks like.

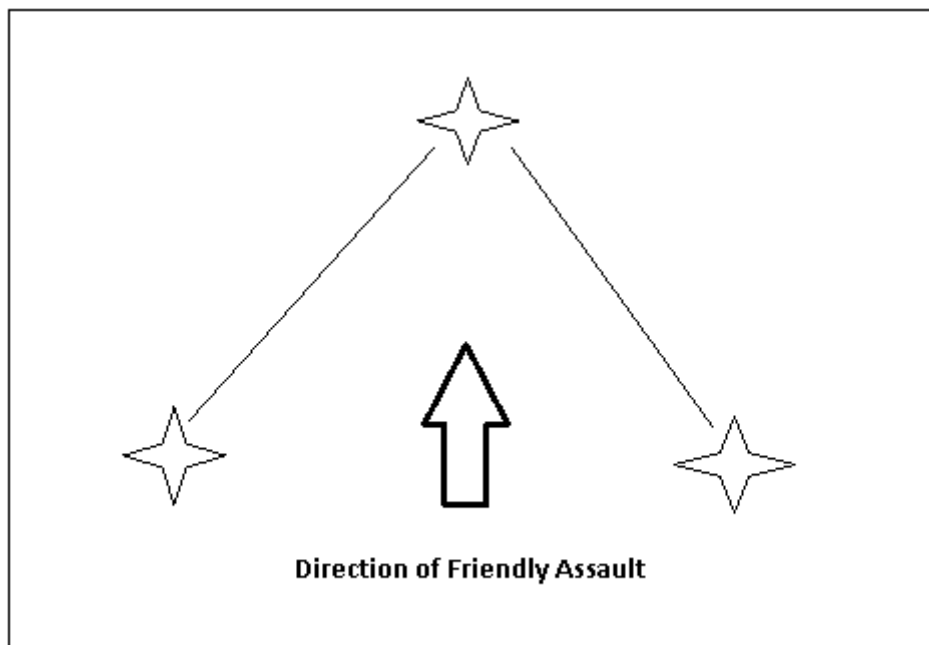
*Line formation...*



Great for defence in rush, bad over large lines as a concentration of force can overwhelm 1 individual and break the line. The shapes at the bottom of the image represent friendly players in the line formation.

Getting into the above formation is as easy as standing next to your team mates ensuring the far left and right flanks are covered. This is then followed by distributing the rest of the squad in between.

### *Arrow Head Formation...*

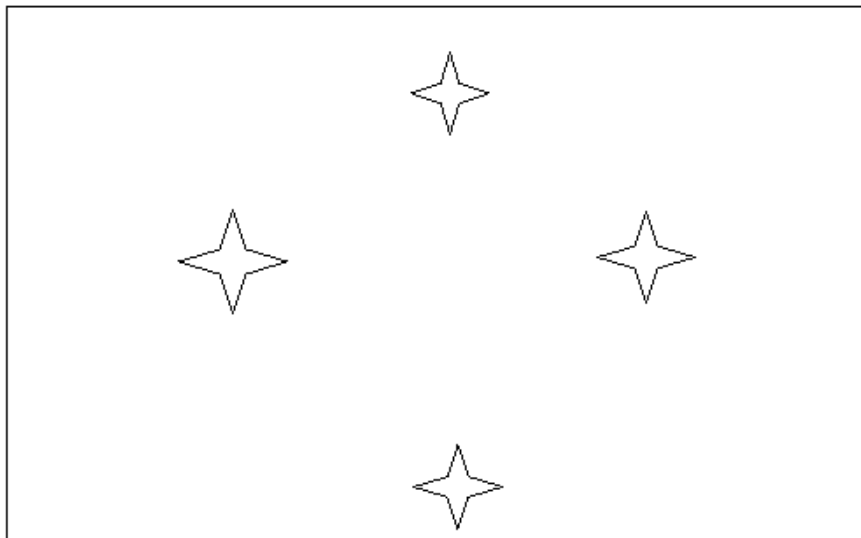


The arrow head or wedge formation is commonly used by air forces and involves a lead man with 2 people left & right of, but slightly behind, the front man.

This is a great vehicle formation as a helicopter could take the lead at the front with two tanks following at ground level behind it. The helicopter could soften targets up ahead allowing the 2 tanks to finish them off. Also, the helicopter would act as a scout, marking targets up ahead.

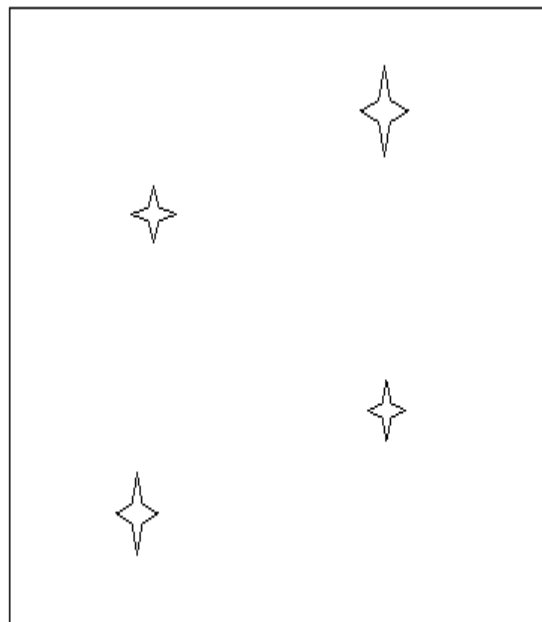
Other uses of this role include a defensive formation from a front or side attack if the rear flank is already covered. An example of this being objective Delta on seine crossing.

*Diamond Formation...*



This formation is an incredible defensive formation as it covers every single flank with at least 2 possible infantry available to fire back. Try defending objectives with this formation.

*Column Formation...*



This formation is based around the team making a rectangular shaped formation with 2 at the front and 2 behind. If the enemy is laying heavy suppressive fire from the front, a column formation could be used to move forward by pepper-potting your way through open ground. An example where this was used in the game effectively was on operation

metro in the left tunnel of the subway, on rush. The friendly team was attacking in this instance. The attacker's left hand subway tunnel has a large open space with a wooden barrier in the distance. This is just after the first emcon stations have been destroyed and you jump into the subway for the first time. People often set up snipers and LMGs to cover this expansive open ground. For a novice individual, it can be incredibly difficult to move through as there isn't much cover and they have a clear shot at you from a stable platform. Using a column formation is a great idea. This allows a significant spacing between players so 2 can move whilst 2 provide cover fire for the advancing players, then the roles swap. The fact that only two moves at once gives the enemy less targets to shoot at and with better spacing between targets, more area for missed rounds to fly past safely.

#### 1:2.4 How does TG Operate on the field... A recap

Task: Please visit the official squad training manual on the reference forum.

Task: Read and Print a copy of the call outs, have it with you every time you play until you have memorised every single call out.

**This is the end of Level 1, module 2. Please review all the material before progressing to module 3. Try applying some of these skills during your games before advancing.**



### 1:3 Module 3: Know thy Game Mode

The following module's aim is to educate you in how to approach each of the game modes. Some game modes promote camping in the same spot, others promote all out assault.

The following points will be covered in module 3

#### Module 3...Know Thy Game Mode

- 1.) Your task in each of the game modes
  - 2A.) Team Deathmatch: SSRR (shoot, secure, revive, resupply)
  - 2B.) Squad Deathmatch: Hold the Action points & SSRR
- 3.) Conquest: linear vs. nonlinear game maps and strategies
- 4.) Rush: CCM (controlled, co-ordinated momentum) & Area Control (Defence, Detect, Designate & Destroy)
- 5.) Squad Rush: Do you **Know** your enemy? (attempts to outflank, preferred classes, preferred routes, preferred positions)
- 6.) Team work in the game modes: What is the current goal and what role are you playing at the moment?

#### 1:3.1 Your Task in Each of the Game Modes

Each game mode is unique in its own way and due to this uniqueness; all game modes have an overall goal that is unique. Your main task, therefore, could be different.

So what are the tasks for each of the game modes? This will be revealed on the next several pages. Before this happens, it is worth mentioning that no plan survives contact with the enemy completely. This task isn't set in stone and you may reprioritise the objectives during your game. However, when you first start the game, you need to have some idea what you should be focusing on when you are playing. This is what this section of the manual is about.

#### 1:3.2a Team Deathmatch: SSRR (shoot, secure, revive, repair/supply)

Tactically, Team Deathmatch is the easiest of the game modes. This game mode is best used to practice your core game skills and to familiarise yourself with maps.

The main task in this game mode is to reduce the enemy's tickets by killing their team. At the same time, your goal is to save your team's tickets by reviving team mates. This is a great game mode to practice team player skills as you'll often want to be moving and sticking with several people on your team for safety.

Sticking with your team mates is definitely winning play here, but remember one thing: Make sure you watch your spacing, do not stand too close to your team mates for long and try not to stand directly behind them. The last thing you want is for an RPG/SMAW to come flying your way and take out the both of you or even a sniper to get both of you at once.

As a general rule, focus on 5 key things.

- 1.) Spot Enemies (don't be greedy with the kills)
- 2.) Revive Fallen Comrades
- 3.) Use your speciality equipment. Resupply, Heal Team mates, repair vehicles or deploy recon equipment such as TuGS or Spawn beacons
- 4.) Shoot Enemies
- 5.) Secure Zones

Or in order of importance:

- Defend yourself and Team Mates from getting killed
- Spot any enemies instantly before engaging them (in case you are killed)
- Secure the area you occupy
- Revive anyone you can if it's safe
- Use your speciality equipment

As a beginner, try keeping with the Assault class during these matches. You need weapons with a good fire rate and stopping power. Another benefit is you can revive people denying the ticket to the enemy.

*Question: What is your role in team Deathmatch?*

Answer: This depends on your chosen class. The text below is a reminder from module 1.

Each of the classes has a role that most suits it. Ever tried suppressing with a recon class? You'd know it doesn't work too well. Consider your class; consider what it's meant to do and that is your role.

The assault class is a frontline kind of guy. They should constantly be moving, constantly be the aggressors and reviving people where possible. If the Assault equips the M320, this can change its properties. The use of the "noob tube" turns the class into a Grenadier whilst the buckshot gives the assault CQB properties.

The Engineer is the CQB (Close-Quarters Battles) and anti-vehicle explosives expert. On TDM, the use of the SMAW can seriously cripple enemy positions. After this, an SMG that the engineer carries can be used to clear buildings or shoot from close range and finish the job.

The support works with the engineer and the assault class. Their role is to support the rest of the squad in any actions or tasks they are currently undergoing. They equip LMGs (A.K.A GPMGs) that can be used to lock down or suppress an area. Their main focus is giving ammo and securing zones. This is a very defensive class and your mind should always be focused on defending areas and your team mates with this class equipped.

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1 Assault class, 1 Grenadier/Assault-Recon with TuGs, 1 Engineer and 1 Support class is never a bad idea as a squad in a game of team Deathmatch.

Remember: The number one goal for team Deathmatch is to reduce your enemy's tickets to 0 whilst keeping your tickets as high as possible through reviving people and good teamwork (Hint: This paragraph is on the exam).

### 1:3.2B Squad Deathmatch: Hold the Action points & SSRR

This game mode is very similar to the team Deathmatch, except you have many more enemies and this mode favours the aggressor.

However, if you play COD style, you will lose. You need the correct balance of aggression and defence. This is achieved by finding areas of high action and engagement, setting up a defensive position around the zone and holding your ground until it is too quiet then moving to the next action point.

You need to heavily consider your positioning on this game mode and be aware of your surroundings as nearly everyone is out to get you. Deploy Tugs to help, but don't rely on it 100% of the time. Keep your wits and pay attention to your AO.

### 1:3.3 Conquest: linear vs. nonlinear game maps and strategies

The game of conquest involves the capture and holding of several objectives on the map for the longest periods possible. The idea is to conquer the other side by capturing the objectives and stopping the enemy team from progressing forward and recapturing the lost land.

How you achieve the goal stated above is dependent on the type of conquest map you are playing and the strategy deployed by the enemy.

Task: You have just spawned on a conquest map; consider all the possible first moves you could make. Are you going for the nearest objective? Are you rushing to the middle to set up a defence early before the enemy advances? Are you pushing forward past the middle and assaulting the objective nearest the enemy side? Are you destroying enemy vehicles? Are you playing a defensive role on the home base? Discuss how you would do each on the various maps

Aggressive and Defensive conquest play are the two main categories of which styles fall under. In short, on conquest you are either attacking enemies to kill them, destroying vehicles, capturing objectives or you are holding certain ground in a defensive manner in an attempt to deny access to specific areas of the map (or perhaps an objective). Note, a final style that is not mentioned here is retreating. This is a style of play where you move away from areas of conflict in the attempt to avoid a fire fight. On the surface, this might seem like a bad idea, but if you have been spotted by 4+ tangos and an enemy tank at an objective... it quickly becomes common sense to give it up and retreat. This can allow you to move to an area near the objective and retake it once the threat has moved on. For the sake of simplicity, this will come under defensive play as you are defending the same objective you were once at.

In conquest, you have linear maps and non-linear maps to play on. The linear maps, such as operation metro, have the objectives in a line where you more than likely have to go through other objectives to reach the other side. Most non-linear maps have objectives in a rough square or rectangular shape where the AO (Area of Operation) is fairly open. Linear map strategies will now be discussed.

#### Linear Conquest Maps

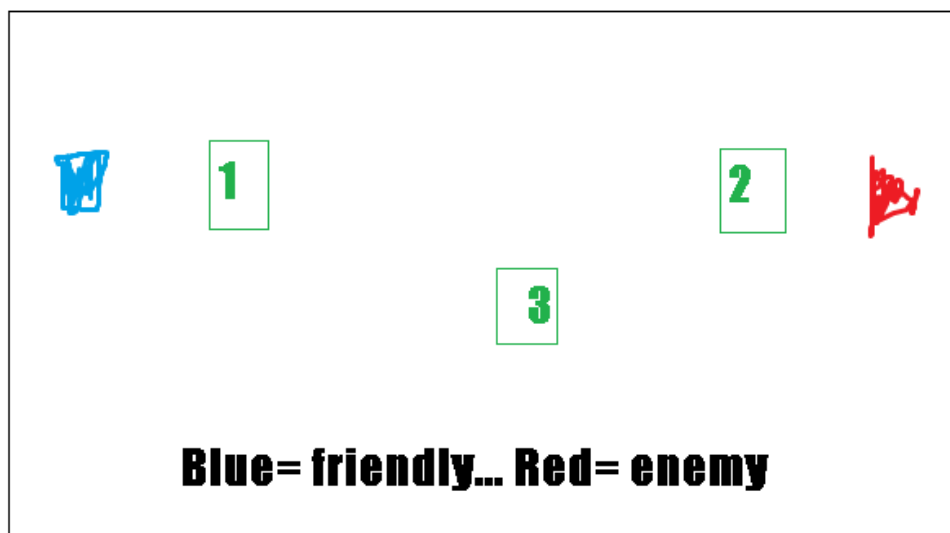
The first thing to consider is the middle objective(s) will always be the most contended in this game. Normally both teams try to capture the objective nearest to their home base, this is followed by a contest for the middle objective and whoever holds this the longest will often win. With this in mind, let's explain the aggressive conquest play strategies first.

- Aggressive Conquest Play Strategy 1 (ACP Strat. 1)

Main underlying idea= Capture Home Base, fight for the middle base but take their home base next, then put pressure on or secure the middle once their home base is recaptured. The below diagram shows the steps labelled 1 to 3.

The diagram itself is influenced by conquest on Damavand Peak where this strategy can work fairly well if defences at objective Bravo are too strong. If you by-pass Bravo and take their home base, 2 things may occur. They fall back to retake their home base and you successfully assault Bravo, or they stay at Bravo and you now have 2 objectives and keep putting pressure on Bravo resulting in them staying to defend it constantly.

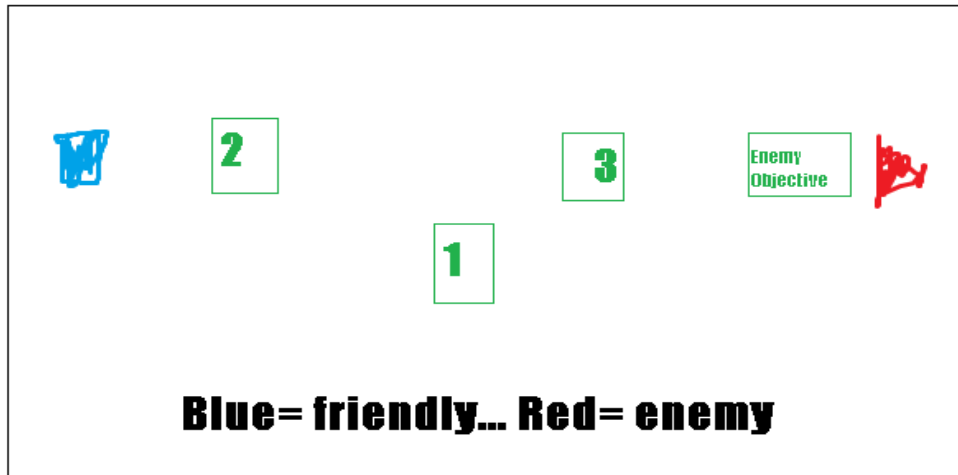
The diagram is shown for ACP 1 below. The numbers represent the steps you should use to take the objectives.



- Aggressive Conquest Play Strategy 2 (ACP 2)

Main Idea= Head straight to Bravo, secure and defend the zone, then send 1 man back to secure the home objective. Defensive positions are set up between the enemy's home base and the middle base. The area is held for as long as possible.

This strategy involves rushing straight to the middle and quickly getting into a defensive position. This objective should have the entire friendly team defending all angles with a line or diamond formation. When one of the friendly team dies, they should respawn at the deployment, secure the home base then move up again.



The diagram above shows the strategy. The blue team moves to the middle objective first before the enemy get there and sets up the defence (1). The home objective is taken 2<sup>nd</sup> (2) followed by a defensive line being set up 3<sup>rd</sup> (3) just near the enemy's home base.

- Defensive Conquest Play strategy 1 (DCP 1)

Main Idea= a squad of four creates a diamond formation on all the flanks of the objective. This is done by at least one AT soldier and one Medic-Assault.

The first defensive strategy is a diamond formation around an objective. If you have the middle objective on a map, and the enemy has the 2 bases around the middle base, use the diamond. A diamond formation allows cover from all sides, however it does reduce the concentration of force on each of the flanks. The squad must have the ability to adapt to any air or land threats. The squad must be able to take cover when a chopper arrives and must have Anti-Tank capabilities. The ability to revive friendly troops is also a necessity.

- Defensive Conquest Play strategy 2 (DCP 2)

Main idea= In tight spaces, such as in the subway on operation metro, use a defensive line positioning players across the map from left to right equally. Hold the defensive lines and ensure the line is not broken.

The second defensive strategy is a defensive line covering the entire accessible map from left to right. As on larger maps, this might reduce the amount of force in any one area too much, save this for compact maps. The defensive line should include anti-vehicle capabilities (if required) and have a mobile spawn nearby.

## Non-Linear Maps

Non linear maps follow a similar idea. Many would agree it is smart to keep the base nearest to your home spawn then try to attack the enemy's home base to push them back whilst other team mates secure the middle objectives then hold them at the one base.

You major goal on Non-Linear Conquest maps is to keep the enemy on the defensive and trapped in one area as you gradually bleed their tickets and kill their teammates. There are two main ideas to follow in these games. There is a defensive idea and an aggressive idea. Both of these will now be mentioned:

- Defensive Non-Linear Conquest Strategy

Main idea= Take half the objectives and set up brilliant defences on these objectives with the goal of causing the enemy to lose tickets through casualties

Main problem with this= The enemy may adapt to your defences and overrun your positions.

- Aggressive Non-Linear Conquest Strategy

Main idea= Grab half of the objectives (preferably all but one of the objectives) on the map and aggressively assault the other half of the objectives with the intention of keeping your enemy on the defensive. Stop an assault from your enemy by ensuring they are always staying on their flags defending.

Main problem with this= Leaves other objectives defenceless. Enemy could easily retake your friendly areas. Also, if your enemy is very strong at defence, your team could take severe casualties.

### 1:3.4 Team Rush Mode:

If you are attacking, then "rushing" to your objective with enough force to overwhelm the enemy before they are ready is a guaranteed winner.

In other words:

*"Hit them hard, Hit them fast and keep doing it!"*

The main question is, how do you do this? How do you hit them hard and fast?

This can be done by using fast movers to punch a hole in the enemy's defences as soon as possible. By doing this, you can destroy any resistance quickly and arm the station almost instantly. Once you have got your foothold, strengthen your position with tanks and other friendly infantry. Focus your attack on one station and decide whether to arm the one station, or use this as a diversion to arm the other station.

Try this:

- 1.) Move in fast to create a foothold in the AO.
- 2.) Hold your ground or arm the objective if it is appropriate.
- 3.) Strengthen your foothold with tanks, infantry, spawn beacons and air vehicles.
- 4.) Arm the EmCom station and place 2 x C4 or TuGs sensors down.
- 5.) Defend the armed station with a tight defence, reviving and repairing where possible.
- 6.) Move out to the next objective leaving any stragglers at the current base.

If you are defending in rush, your objective is to control areas of the map. This is done by using the 4 Step System below:

#### 1.) Defensive positions

Decide where you need to set up a defence. Where is your enemy going to come from? What are they thinking? Where have they come from previously? Do you have any indicators telling you where they might approach from? Are all the required angles covered?

Your FTL will designate a tight or loose defence around EmCom stations. A Tight defence refers to placement of individuals very close to the building (sometimes in the building) whereas a loose defence allows people to move away from the EmCom station taking the fight to the enemy. A tight defence is defined by the ability to shoot anybody who is currently arming the station before it is fully armed. If an individual cannot neutralise any target that is arming before it has been fully armed, then they are currently providing a loose defence.

An example of a tight defence would be a column formation with the EmCom in the middle of the box and individuals being within a 20 metre radius of the main objective. All these players could easily get to the objective and shoot the enemy if it was being armed. They would easily be able to kill the enemy before they managed to arm it.



An Example of a loose defence would be a line formation 100 metres in front of the station with a goal of trapping the enemy far away from the station. This aims to defend the objective by stopping enemies from getting near the objective.

Loose Defences are best used on maps with good visibility and few routes (squad rush on operation firestorm for example) where as tight formations are perfect If there are too many possible routes to defend (for example, Seine Crossing).

## 2.) Detect your targets on approach

Either by using the MAV, TuGs or by spotting through the usual visual field, detect targets that are approaching your position.

## 3.) Prioritise and designate (mark) targets.

Battlefield is a team game, so work as a team. Mark your targets as you approach and prioritise that which is the biggest threat. If you can see a sniper who is still in the far distance, who looks AFK, and an enemy tank that is rolling in supported by infantry, then it becomes clear what the priority should be. Your FTL may override the prioritisation of targets at any time. Unless help is requested, maintain discipline and watch your areas.

## 4.) Destroy them before they destroy you.

Take your targets out as soon as possible, revive your team mates and continue to scan your surroundings looking for more people.

### 1:3.5 Squad Rush: Do you **Know** your enemy?

Squad rush will be discussed now, except, this is not too much different to normal rush. The only exception is you are 4 Vs 4.

You still should follow the same advice as given above in rush mode, however, you now should consider your enemies way of thinking. Try to make an educated guess regarding what your enemy is going to do next and prepare for it. Consider the routes they are taking, weapons and equipment they are using and their experience in the game. Understand your enemy's way of thinking and guess their next move.

As a bottom line, Know your enemy and what they are trying to do... then ruin their game by being one step ahead, ready and waiting!!!

1:3.6 Team work in the game modes: What is the current goal and what role are you playing at the moment?

This is a reminder from the teamwork section of the manual.

After learning how we approach these games and the current goals in each of the games, ask yourself the question of what is the role you are playing in achieving this goal?

It may also be beneficial to find out what roles are still not filled by your squad mates. This could be as simple as realising a flank isn't covered on a tight defence around an objective. Constantly ask yourself what is the current squad goal and how could I play a part in that?

**End of Section 1, Level 1. Your Multiple Choice Theory exam will be given shortly. Please review all materials before attempting the questions.**