

The Grenadier's Bible

Crank's
Grenadier's Bible

Advanced Marine Tactics

Version 2.0

Grunts spot. Grenades kill. The rest is filler.

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Feel free to contact the author at cranq@hotmail.com. Use "LSN" in the subject so I don't confuse it with spam.

Warning: *This is not a beginner's guide!* It is a technical resource for players who are already familiar with the game and who are interested in improving their level of play. Its primary focus is on Marine tactics, although there is also a lot of general information provided that applies to the other races as well.

1	Introduction:	9
1.1	Some Conventions:	9
1.2	Definitions:	9
1.3	Scope:.....	10
2	General concepts:	10
2.1	Why LSN?.....	10
2.2	Why Grenades?	11
2.3	Your Two Opponents:	12
2.4	The Concept of Tactical Advantages:	12
2.5	General Turn Flow	13
2.6	General Game Flow	14
2.7	Controlling Information	15
3	Running a Grenadier-Based Squad:	15
3.1	Why Do It?.....	15
3.2	Advantages:.....	16
3.3	Disadvantages:	16
4	Analyzing the Map	17
4.1	General	17
4.2	Types of Zones.....	17
4.2.1	Spotting Zones.....	17
4.2.2	Kill Zones.....	18
4.2.3	Launch Zones	18
4.2.4	Staging Areas.....	18
4.2.5	Lanes of Fire	19
4.2.6	Backstops.....	19
4.3	Choosing Areas of Contact.....	20
4.4	Zone Control	20
4.5	Map Control	21
4.6	Picking an Effective Loadout	21
5	General Grenadier Tactics:	22

The Grenadier's Bible

6	Squad Makeup:	23
6.1	General	23
6.2	Units, Elements, and Teams	23
6.3	Elements	24
6.3.1	Squad makeup:	24
6.3.2	Types of Elements	26
6.3.3	Using Grenade Elements	26
6.3.4	Using Sniper Elements	28
6.3.5	Using Commander Elements	29
6.4	Teams	29
6.5	Regrouping	29
6.6	Reloading Logistics	30
7	Using Grenades:	30
7.1	Overview:	30
7.2	General Tips:	30
7.3	The Grenade Life Cycle:	31
7.3.1	PreLaunch Stage	32
7.3.2	Early Flight Stage	32
7.3.3	Late Flight Stage	32
7.3.4	Detonation Stage	33
7.3.5	Spent Stage	33
7.3.6	Seen State	33
7.3.7	Unseen State	33
7.4	Uses for Grenades	33
7.4.1	Killing things	33
7.4.2	Suppression and Disruption	34
7.4.3	Denial of Movement	35
7.4.4	Blinding	35
7.4.5	Herding	36
7.4.6	Area Saturation	36
7.4.7	Recon by Fire	37
7.4.8	Improving Terrain	37
7.4.9	Announcing your Presence	37
7.4.10	Preparation for Entry	38
7.4.11	Deception	38
7.4.12	Keeping an Area "Hot"	39

The Grenadier's Bible

7.4.13	Stalling	39
7.4.14	Bombard Your Own Position.....	39
7.4.15	Covering Your Retreat.....	40
7.5	Plotting Grenades.....	40
7.6	Grenade Plotting Tips.....	43
7.7	Setting the Grenade Timing:.....	43
7.8	Setting the Grenade Angle:	44
7.9	Setting the Grenade Distance:	44
7.10	Plotting Late-Turn Grenades:.....	45
7.11	Special Grenade Patterns:	45
7.11.1	The Bullseye:.....	45
7.11.2	The Spastic Waste of Grenades:	45
7.11.3	The Wall:.....	45
7.11.4	The Rolling Wall:	46
7.11.5	The Staggered Burst:.....	46
7.11.6	The Walk:.....	46
7.11.7	The Bracket:.....	46
7.11.8	The Ring of Fire:	46
7.11.9	The Blow Through:.....	46
7.12	Using Windows.	46
7.12.1	Normal Launch.	47
7.12.2	Target The Window:	47
7.12.3	Shortening the distance:.....	47
7.12.4	Using the Edges.....	47
7.12.5	Other Uses of Windows:	47
7.13	Using "Virtual" Grenades.....	48
7.14	Launching Unexposed	48
7.14.1	Stepping away from a Backstop:	48
7.14.2	Using Corners:	48
7.14.3	Using Edges:	49
7.15	Launching Exposed:	49
7.15.1	Drawing Fire:	49
7.15.2	Using a Meatshield:.....	50
7.15.3	The Revealed Launch:	50
7.15.4	Target Overload:	50
7.15.5	Suppressing the Enemy:.....	50

The Grenadier's Bible

7.15.6	Escorted Launch:	51
7.15.7	Projection of Power:	51
7.15.8	Timing:	51
7.15.9	High Noon:	52
8	Basic Element Functions	52
8.1	General	52
8.2	Element Survival.....	52
8.3	Traveling.....	54
8.3.1	Bounding:.....	55
8.3.2	Streaming:.....	56
8.3.3	Creeping:.....	56
8.3.4	Posting:.....	57
8.3.5	General Hints:	57
8.4	Staging.....	57
8.5	The Importance of Traveling and Staging	58
8.6	Slicing the Pie	58
8.7	Element Support	59
8.8	Posting	60
8.9	Grenadier Forward.....	61
8.10	The Plunge Attack.....	63
8.11	Side Spotting	64
8.11.1	Side Spotting Concepts	64
8.11.2	Passive and Active Side Spotting:.....	65
8.12	Cross Spotting	65
8.13	Revealed Attacks.....	66
9	Advanced Element Functions	67
9.1	General	67
9.2	The Push and Fade.....	67
9.3	Drawing	69
9.4	Counter-Battery Fire	70
9.5	Element Feeding	70
9.6	Fogging.....	71
10	Team Functions.....	72
10.1	General	72
10.2	Area Control.....	72
10.3	Protected Travel	73

The Grenadier's Bible

10.4	Building Clearing	74
10.5	Hail of Fire	74
10.6	Singing Lullabies	75
10.6.1	General Concept:.....	75
10.6.2	Example 1, The Fake Attack:	76
11	General Gaming Tips:	76
11.1	Managing Multiple Games Without Going Crazy:	76
11.2	Handy Little Tips:	77
11.3	Getting the most out of Messaging:	77
12	Programming Tips:	78
12.1	General Tips:.....	78
12.2	The Magic Window:.....	79
12.3	Coordinating Units:	79
12.4	HaltOnSighting:	79
12.5	OpFire:	80
12.6	Putting it All Together:	80
12.7	Using the Big Red Line:	81
13	Rules of Thumb:.....	85
14	Individual Unit Tactics:	85
14.1	General Tactics:	85
14.2	Springing StopOnSighting:	86
14.3	Grunts:	86
14.4	Grenadiers:	87
14.4.1	Grenadier Duels:.....	87
14.5	Commanders:	87
14.6	Medics:.....	88
14.7	Snipers:	88
15	Squad Level Tactics:	89
15.1	Strategic Turn Goals:	89
15.2	Spotting Tactics	90
15.3	Blinding Tactics	91
16	Specific Map Strategies:	91
16.1	General map strategies:	91
16.1.1	Bunker:.....	92
16.1.2	Front Line:.....	93
16.1.3	Crossroads:.....	93

The Grenadier's Bible

16.1.4	Factory:.....	93
16.1.5	Forest:.....	94
16.2	Assaulting the Bunker:	94

Some quotes:

"LSN lets you screw with people's minds directly, without all the unwanted fat."

"Most players are like a monkey looking at a waterwheel – they know *something's* going on, but can't figure out what."

"Unless there's a 20 in the score, somebody didn't do their job."

"I prefer to inflict sudden massive amounts of damage that totally breaks the backbone of the enemy and sends him reeling into a state of paranoia and depression. A grenade-based squad does that."

"A Grenadier is like a submarine. He travels silently beneath the waves, surfaces to fire, then submerges to show up again somewhere else."

"The Five Rules of Knowledge:"

- 1. Know what you know.**
- 2. Know what you don't know.**
- 3. Know what you need to know.**
- 4. Know who knows what you need to know.**
- 5. Know where to find what you need to know.**

"The most important skill is to learn *how* to learn. That will take you farther in life than anything else."

1 Introduction:

So you want to run a grenade-based squad? Getting sick of getting killed by grenade-based squads? Wonder why grenades just don't "do it" for you and the other guy seems to always be in the right place at the right time? Want to understand how I approach the game and what I've discovered works - by actually doing it numerous times? Well then this is the guide for you! It presents an excellent perspective and gets you less focused on the mechanics and more on the overall concepts that you need to know to constantly win. Like chess, new players think in pieces, advanced players think in formations, and experts think of the board as a whole. Those same concepts apply here.

About half of this manual deals with the meta-game – the one played in your and your opponent's heads. I've spent a lot of time trying to frame the tactical details here inside of that larger mind game. My hope is that over time you start to view the game "from above" and use that viewpoint to guide your decisions. In a game where truth is hidden, perception is truth. Control the perception, and you control the game. The rest is just details.

You have to get the mechanics right. But mechanics alone will get you nowhere, you need a solid framework to hang the mechanics on. This manual provides that framework.

Created by someone who loves LSN, for others who love LSN. Enjoy!

1.1 Some Conventions:

Throughout this manual certain conventions will be followed to make things easier to understand.

Some terms will be used consistently. When they are defined, they will appear capitalized in bold typeface like this: **Grenadier**. After that, they will always be capitalized when they are used like this: Grenadier.

1.2 Definitions:

Here are a few general terms that are used throughout the manual. Please refer to this list if you run across an unfamiliar term. Any topic-specific terms are defined in their related sections

Building – A temporary structure that is much more fragile than it appears to be.

Bunker – An indestructible blue-walled building.

Element – A 3-force point partnership that functions together as one, like a Grunt and Grenadier. An Element is the smallest tactical unit.

EOT – End of Turn. For readability, a lot of times the end of the turn is represented as simply EOT.

Launching Exposed – A Grenadier that is launching in the sight of the enemy.

Presentation – The information that you present to your opponent during and at the end of a turn. What he uses to base his decisions on.

Spotter – The name for a Grunt when he's part of a Grenade Element. It describes the role the Grunt plays, which is very specific to Grenade Elements.

Team – A group consisting of two Elements that works as a unit for tactical purposes.

1.3 Scope:

This document covers many aspects of running a Marine squad in LSN. My primary interests are in Marine on Marine tactics, although these techniques work equally well against the Machina. Playing against the Spawn is different enough that a lot of the approaches discussed here are ineffective against them. I hope to address fighting the Spawn in one of the latter editions of this manual.

There is a lot of material presented here. I have attempted to analyze what I was doing that was successful during play, and then tried to distill it down to easy to understand steps that others could learn from. In the process of doing this, I have refined and evolved my play style as I noticed certain techniques seemed to give consistently good results. The development of this manual has gone hand-in-hand with me adopting different approaches to the game because it gave me a focus to experiment with LSN on many different levels. I think I'm finally at the point where I've been able to put together an approach that covers the most important aspects that I feel have a bearing on the game. Although I've put my own names on some of these techniques, I suspect the most other good players will recognize a lot of them as things that they do naturally in the course of the game. It's just that I've tried to identify each individual element, what it does, and how it fits into the whole.

But enough about me. ☺ What can you get out of it? For newer players, there is a lot of detail about giving orders, rules of thumb you can use in many situations, how to evaluate a map, basic tactics, and even a section on managing your games. For the advanced player, there's a wealth of information about coordinating your units, more information about grenades than anyone really wants to know, the psychological aspect of the game, and detailed information about pacing and coordination.

Probably the most important concept you'll get out of this manual is to think in terms of "Elements" instead of individual units. That way of thinking simplifies the game to a great extent –so much so that it almost becomes a different game entirely. Complicated tactics become easy, and you're able to eliminate a lot of the guesswork and luck from your game.

As an approach, I suggest players browse through each section to get an idea of what's there, then go back and read more detail on the topics that interest them. Read about Elements and then try a few games just focusing on viewing your squad as elements instead of individual units. Next start practicing some of the basic Element tactics. It won't be long before these ideas come together and seem quite natural.

The Element approach appears to be unique to Marines. The same approach doesn't work with the Mechina or the Spawn. I'm sure there are other approaches to those races that takes advantages of their special characteristics, and I can't wait to see what develops down the road.

Look at this manual as a collection of different topics that cover all aspects of running a Marine Squad. Pick and choose what subjects interest you. Dig deeper where you want to, and above all, have fun!

2 General concepts:

2.1 Why LSN?

Julian Gollop, the creator of LSN, gives us a great summation of LSN:

"Strangely I have played LSN far more than any other game I have created. I am constantly amazed how the best players run rings round me (Crank included), and I thought I understood how the game worked! There is definitely something subtly psychological involved in LSN battles - it is not just 'knowing the system' or 'discovering the killer tactics'. I have actually learned quite a bit from playing the better players - and they don't all have

the same style, methods or tactics. The game will undergo more developments and adjustments, but personally I like the simple-to-play-hard-to-master aspect of it, and I wouldn't want to change that."

It's the combination of simplicity and depth that makes LSN so appealing. And the game supplies the raw materials that you can refine to develop some very interesting strategies.

When people first look at LSN, they usually see all the "missing features" like other "wargames" have. It's missing features like crouching and crawling, exchanging equipment, skill points, etc. I thought the same way at first, and hoped that those "missing features" would be put in one by one until the game was finally "complete". Games like Jagged Alliance, Chaos Gate, and even the original X-COM series did those things "right". Why couldn't LSN?

I was missing the whole point! All those "features" would slow down the game and make players more concerned about digging in and defending than outmaneuvering and outsmarting each other. LSN is very fast-paced and brutal, but I was treating it like a wargame and wanted the accuracy and tactics that a squad-based game "should have". LSN isn't that type of game - the simulation aspect will never get as deep or as realistic as those other games. That's not the direction LSN is going in.

LSN is a game of strategy and tactics, much like chess - a minute to learn a lifetime to master. It's a very approachable game where you can choose your units, play on different maps, it's constantly expanding, and you have an unlimited supply of unique opponents. A gamer's dream!

LSN is very unique. On the surface it appears simple – almost simplistic. But all the qualities are there for a game with enormous potential. It handles the game mechanics well, your units are unique and have a lot of options, and the fog of war and destructible terrain adds a level of strategy not found in any other chess-like game.

Rating LSN based on a "realism" scale would be about as useful as rating chess on the same scale." In chess the knights don't move *realistically*, but they do move *usefully*.

It's a combination of mechanics and tactics, and after you get used to the mechanics - it's almost all tactics. When you play good players the mechanics tends to even out, so it's not that much of a factor. Outmaneuvering, lanes of fire, focus of power, knowing when and where to push, etc. Those are the things that win games.

When you start learning chess, all you see is the quirkiness of the pieces. A good player doesn't even see the pieces at all - he views the board as a whole - position, power, time, flexibility, opportunity, risk - that's what concerns him. Given time with LSN, you'll start to see it the same way.

2.2 Why Grenades?

Grenades open up a whole range of tactical possibilities. In real battles, artillery rules the battlefield. Grenades are the artillery of LSN. In fact, a *lot* of the tactics in this manual are taken directly for real world company and battalion sized field tactics.

I've look at the game with a sliding scale, sometimes looking at units as individual soldiers and at other times as infantry companies, artillery batteries, and emplaced guns. A lot of times that sliding scale shows in the terminology I use to describe the tactics. LSN lets you approach tactics on a lot of different levels like this. It's like a tactician's sandbox.

Artillery controls the battlefield. In a modern army, a few hidden spotting teams wield an incredible amount of firepower because they can cause the sky to rain fire from over the horizon. The enemy almost never directly assaults the artillery batteries themselves, except in those rare instances when the enemy can maneuver his artillery into position for counter-

battery fire. The rest of the army supports and protects the artillery throughout the battle. This is the Grenadier's Bible's central theme, which I've summarized simply as:

"Grunts spot. Grenades kill. The rest is filler."

There's another interesting aspect of grenades. *They're the only weapons in the game that are fully under your control.* The unit AI handles all other weapon targeting and firing. Because of this, all other weapons can be nullified during the game turn to a certain extent. But grenades will always launch the way you programmed them to. Since you hardly ever use them with OpFire or HaltOnSighting, *you* control the firing, not the AI. That means your opponent can't stop you from putting them where you want them, unlike the guns your other units carry which can be "fooled" into being ineffective.

2.3 Your Two Opponents:

Before going further, let's step back and look at LSN itself. The game is structured in ten second turns where you and your opponent give orders, the server resolves them, you observe the results, and then give orders again. When you think about it, you're actually playing *two* opponents, the other player and the server AI that resolves the turns. It's like two games in one.

If you can get your opponent to make the wrong decisions, but his AI units perform flawlessly, you have an advantage.

If your opponent makes perfect decisions, but his AI units cannot perform well, you have an advantage.

Imagine the advantage you'd have if you caused your opponent to make wrong decisions *and* caused the AI of his units to perform badly.

These are the two approaches the manual takes – playing *both* of your opponents at once, and doing things that ensure that both of them are acting on bad information or from weak positions.

2.4 The Concept of Tactical Advantages:

LSN is won and lost based on points. Many players tell how good they are doing based solely on the score alone. This is one indicator of who is doing well during the game, but it is not the only one. In order to look deeper into the game, we must define a number of Tactical Advantages, all of which have a bearing on the final score.

Each of these Tactical Advantages gives you a measurable edge over your opponent. Throughout the game, your sole focus should be to gain as many of these advantages as possible. The more of them you have, the more powerful your position is and the easier it is to win the game. Here is the complete list of Tactical Advantages:

1. **Informational:** You know more about your opponent's army than he knows about yours.
2. **Positional:** You occupy a superior position on the map.
3. **Numerical:** You outnumber your opponent.
4. **Offensive:** You can successfully attack your opponent.
5. **Defensive:** You can successfully defend from attack.
6. **Projection of Power:** You can hit an area with more firepower than your opponent.
7. **Deceptive:** Your opponent is reacting to false information.
8. **Psychological:** Your opponent is defeating himself in some manner.

9. **Technical:** Superior knowledge of game mechanics.

At any point during the game, you may control some, none, or all of these Advantages. So can your opponent. The key is to treat these advantages as actual *things* - things that you fight over - things that are worth defending - things that are your main goals in the game.

Think of these Advantages as your tactical currency. Make yourself richer than your opponent.

Important: This is the foundation concept of this manual!

For the rest of this manual, the purpose of every tactic is to gain certain advantages or to deny your opponent of certain advantages.

These Advantages apply to the game as a whole and also on individual sections of the map. For example, you may be behind on points (Numerical Disadvantage) during the game, but on one section of the map you may have a Numerical Advantage.

Constantly evaluate which Advantages you and your opponent control during the game. Try to gain the Advantages you don't have, and take away the Advantages he has. Try to get as many Advantages as possible. This is easier than it sounds, because Advantages tend to stack: the more you have, the easier it is to get the rest.

Every time that you lose, determine what advantages your opponent had that you didn't. Most of the time you'll find the he had a few key advantages even before he got ahead on points. If you see a pattern developing over time, you'll know what skills you need to work on.

The **Technical Advantage** is unique. It is the only Advantage that you can *start* the game with. All the other Advantages you have to *earn* during the game. This Advantage is basically about your familiarity with all of the game mechanics - nothing more, nothing less. Any effort you put into this area will benefit every game that you play.

Know the game mechanics. There are many things you can do with them that give you a constant edge in every situation. Learn everything you can about them. Would you ever succeed at chess without ever knowing how a knight moves or how to castle?

Think about it, by enhancing the AI of your troops, sabotaging the AI of the enemy troops, taking full advantage of the power of the unit orders, and dropping your grenades *exactly* where you want them, your troops will be "smarter" in action than your opponent's troops.

This gives you a huge cumulative advantage over the course of the game because you are minimizing the effect of luck in every encounter.

Another way to look at it is if you could even make your unit 10% "better" with your knowledge of game mechanics than your opponent, you effectively are starting every 20fp game with two extra points of units. And from what I've seen, proper use of game mechanics can more than *double* the effectiveness of your troops – you're opponent will always wonder why you are so "lucky" all the time.

On a regular basis, I send my units into battle against a "superior" force and walk away without a scratch just because of my ability to exploit the game mechanics. In actual effectiveness, one of my 3fp Grenade Elements is probably worth about 8 points in practice.

To quote the famous basketball player Larry Bird: "The more I practice, the luckier I get."

2.5 General Turn Flow

Each game turn is divided into the Plotting Phase and the Resolution Phase. The Plotting Phase is when you give your units orders and the Resolution Phase is when you view the results of the orders sent on the previous turn.

When you are plotting a turn, be aware that each turn can be further broken down into distinct phases. Each of these phases defines the type of actions that should typically occur during that time. A turn is not just ten seconds of "moves". When you plot a turn, be aware of these phases because they determine your efficiency and success on later turns.

The Reaction Phase: Initially you react to whatever threats or opportunities appeared at the end of the last turn. Sometimes there aren't any, so you proceed to the next phase.

The Action Phase: You attack, move, shoot etc... This phase is what people normally think of as the "game turn".

The Staging Phase: Towards the end of the turn, you get your units in the positions you want them for the plotting phase of the next turn.

The Presentation Phase: This is where you paint a picture for your opponent for *his* plotting phase.

The Spotting Phase: This occurs during the last second of the turn. Some of your spotters step out from behind cover and try to spot as many enemy units as possible for the Plotting phase of the next turn.

A lot of times, the Action, Staging, and Presentation phases happen simultaneously for different units -some will be firing at the enemy, others will be heading for positions they want to occupy at the start of the next turn, while others are drawing attention to themselves or performing some kind of ploy.

Believe it or not, the most important phases of a turn are the last three. If you never stage your units in good positions for the plotting phase, you'll always be in bad positions at the start of a turn. If you never worry about how your opponent sees your moves, you will be ignoring the *biggest advantage* you will ever have. If you do not aggressively spot the enemy, you will always be acting on equal or less information than he has.

Every time you plot a turn take these five phases into account. After a while it will be second nature to you, and you will always play your turns with where you want to be, what you want to present, and how you want to spot in mind.

Note: It is vitally important for you to have as many enemy units revealed as possible at the end of the turn. Not just *before* the end of the turn, you need them *visible* during the Plotting phase. Having a visible enemy unit during the plotting phase means that you can target it with the Direct Fire command, and that gives you an *overwhelming technical advantage* during your plotting phase. (See the Thin Red Line section for details.)

If you do nothing else during your turn except expose enemy units, you can still consider the turn successful. You should also be very concerned if you don't see any enemy units at all. Make it your highest priority to find them.

2.6 General Game Flow

Like the individual game turns, the entire game can be divided up into phases. These phases describe what generally occurs during that part of the game. Some players are better at certain phases of the game and weaker in others. Certain strategies apply more to some phases than to others. For instance, appearing unorganized and incompetent (to get your opponent to underestimate you) works better near the beginning of the game than near the end – when he *really* knows whether you're incompetent or not. ☺

Initial Encounter: Both sides advance to contact, some shots are exchanged, usually a lot of grenades fly.

Stabilizing Positions: Both sides dig into safe positions. They size each other up and try to determine each other's Squad makeup and capabilities.

Probing and Maneuvering: This is the interesting part of the game where every strategy and tactic is used to eliminate the enemy and take over the map. Close games among evenly matched opponents sometimes never get past this phase before the game runs out of time.

Map Control: One side will achieve Map Control, either by controlling most of the area or outnumbering their opponent (or both). From this point on, unless something dramatic happens, the side having Map Control has already won.

The Squeeze: Just like a Boa Constrictor wrapped around it's prey, the side having Map Control advances a little bit at a time, giving his opponent less and less room to move. This should be a slow and steady advance, with the emphasis being on cornering your opponent rather than eliminating him.

The Endgame: It's the final assault. Both sides will take casualties, but the defender will be wiped out.

Be aware of these different phases. The goal of each phase is to get to the next phase, so that should be your overall game plan. If you're in the Probing and Maneuvering phase, you should be trying to achieve Map Control – not wipe out the enemy. Yes, you may do it, but it's risky until you control the map. Once you control the map, it's easy to win if you're disciplined and systematic. Go for the superior position first, and once you get it, keep it and start the Squeeze.

Likewise, if you're in the Squeeze, don't try to wipe out the enemy prematurely. Cautiously press forward taking a little terrain here and there and drive the enemy back into a corner where he can't escape and can't retreat. Then stage everyone for the final attack and then hit him with everything you got in the Endgame.

The last thing you want to do during the Squeeze is get hasty, lose control of your opponent and go back to the Probing and Maneuvering phase, or worse yet, give your opponent Map Control.

2.7 Controlling Information

LSN is all about intelligence. The player with the most information usually wins. Strive to keep as much of the map as possible under surveillance and to deny your opponent the same opportunity. A blind unit is almost as good as a dead unit. Doing things like constantly bombarding windows will discourage your opponent from using them to observe your movements. Barraging and area usually will keep an opponent out of there for three or four turns, which sometimes will let you break contact and move undetected to another area of the map. Losing track of your opponent for three turns means he could be *anywhere*. Blindness leads to paranoia and inability to act. Blind your opponent, bombard places where he *thinks* you'll go and move somewhere else. He'll usually be able to see the explosions and will think he knows what you're up to. Sometimes I leave a Grenadier behind just to keep an area "hot" while my main force moves to another location. It's also a great way to pin him down so you know where *he* is.

3 Running a Grenadier-Based Squad:

3.1 Why Do It?

A grenade-based squad is a very powerful and flexible combination that does well against most other types of squads. "Grenade-based" does not mean a squad with a few grenade guys in it. Quite the opposite, the entire focus of a grenade-based squad is in grenade tactics (surprise!). This is not a general purpose squad, and specific tactics must be used to cover its unit makeup deficiencies. However, once you learn how to use it, it becomes very powerful and in many occasions overwhelmingly so. Grenade-based squads do not fight like other squads, and they have the capability to make the opponent to play *their* game.

Grenade-based, doesn't mean "a lot of Grenadiers" either. It's not the number on Grenadiers that matters, it's how you use them in the confines of the squad. I've used as few as two Grenadiers and still gotten over half my kills with them. It's a matter of focus, not quantity.

A grenade-based squad is a united team that functions as one. Every unit functions as part of the whole with very specific roles. They perform maneuvers like football players running patterns instead of just randomly working their way across the map. Playing this type of team *forces* you to play that way in order to be effective, but learning to see your team as one coordinated whole will elevate the effectiveness of whatever type of team you play later on.

In many ways this manual is a general strategy guide that just uses a grenade-based squad for its concrete examples. Keep that in mind as you use it.

The approach in this document is to show how to run one of these squads effectively and to give you a general strategic background to get you experimenting on your own – even with completely different squad types. There is a solid strategic foundation here, which makes for a great starting place for you to build on.

Running a squad like this is very satisfying because usually your wins are overwhelming and your losses are close. Against other experienced players you'll be in close competition much like a chess match, where mistakes cost dearly and good tactics are instantly rewarded. That level of play is what makes LSN shine.

3.2 Advantages:

- When done right, it's a very powerful squad that out-classes most of the other squad types you'll run into.
- Running a squad that puts people into shock and scares the crap out of them is just plain fun. ☺
- Grenades are more flexible and give you more control than any other weapon. You can set the terms of the engagement pretty easily.
- It's a balanced squad that is easily adapted to different map conditions. You learn how to use each unit as part of a larger team.
- A grenade-based squad forces you to think and act as a team. Even when you play other squad types later on, that perspective will serve you well. It's a good squad to learn on and can compete with the "big boys".
- Knowing how to run a grenade-based squad teaches you how to defend against one, and grenade-heavy squads are becoming very popular.
- A Grenadier Element costs three points, so you can easily add one or two elements to other squad types that you build. That's better than just tacking on a couple of grenadiers "for more firepower" – you'll know how to use these Elements effectively and how they fit into the scheme of things.

3.3 Disadvantages:

- With that many grenades flying around, you're going to cause some friendly casualties. When you first start playing a squad like this, you're going to cause a **lot** of friendly casualties. Don't be discouraged though, it takes a while to learn all the grenade gotcha's. They never completely go away, but you do learn how to manage them better as time goes on.

- A lot of games tend to “stall” midway through. You’ve got to be aware of this, why it happens, and how to fix it.
- Plotting grenades can get really tedious. But it’s great when the work well.
- If you’re not patient enough when plotting and coordinating your moves, you’re going to do more damage than good.
- You’re always once bounce away from disaster. And bad bounces come in groups. ☹
- Hunting down the last few guys on a map is sometimes very costly. Grenadiers work better against larger groups and sometimes it gets frustrating seeing your lead whittle away near the end of the game.
- Did I mention friendly fire often enough? ☺
- People will hate you when you wipe them out.

4 Analyzing the Map

4.1 General

Maps come in all shapes and sizes. Initially there were only four maps in LSN, but now there’s over fifty. The old method of playing a map over and over until you got used to it just isn’t practical anymore, you need to be able to analyze a map you haven’t seen before during your deployment phase to get a rough idea of how to approach it. That will determine your loadout and initial deployment locations.

During the battle, you will need to do more evaluation on the fly. Because the map changes over time due to damage, good positions can become bad and vice versa. That is why we use the concept of Zones. A Zone is a location on the map that is particularly suited for a specific purpose. Zones are your focus for everything you do during the game. Think of the as little islands you go to to make good things happen.

Look at each map as a patchwork of Launch Zones, Kill Zones, and Spotting Zones. Launch Zones are ideal positions where your Grenadiers can fire from – they usually can hit multiple Kill Zones. Kill Zones are places where your grenades will be most effective – really good Kill Zones can be hit from multiple Launch Zones. Spotting Zones are where your Grunts can spot from. They can see multiple Kill Zones, and are relatively safe and easy to get into and out of.

Certain units naturally work with certain Zones. You spotters go to Spotting Zones, you Grenadiers go to Launch Zones, and hopefully the enemy goes to Kill Zones. ☺

4.2 Types of Zones

There are a number of standard Zone types on the map. Some of them are in permanent locations and others can move or change as the game develops and the terrain changes. Here’s a description of all of the different Zone types:

4.2.1 Spotting Zones

These are places where it’s easy and *safe* to spot from. Some buildings have windows that are great for spotting, and you can camp a Grunt or Sniper there for many turns without him being in any danger. Look over the map and try to determine where you can have the best coverage for the least amount of Spotters.

Before you can attack an area, you must be able to see into it, so the first part of the game should involve capturing and holding Spotting Zones that you will use to support your assaults later on in the game.

4.2.2 Kill Zones

These are areas where you can kill the enemy. Normally they are associated with grenades, but they also apply to direct fire units – but to a much lesser extent.

Every map has natural Kill Zones built into it. These are those bottleneck areas that are easy to fire upon from protected locations. The Kill Zones around bunkers stay pretty much the same throughout the game because the terrain around them doesn't change very much. A lot of other Kill Zones come and go depending on how the terrain gets altered.

Keep in mind that besides these "static" Kill Zones, there are also "mobile" ones. These follow your troops around across the map. Basically, any place you can hit with grenades from your current position is a Kill Zone – but it may not be a very good one.

Any area on a map can be a Kill Zone, because you can always hit it from somewhere. But it's always best to try to draw the enemy into a natural Kill Zone where the terrain layout gives you more protection and more options.

Good Kill Zones let you hit multiple enemy units at once and you can fire from protected positions while doing it.

4.2.3 Launch Zones

Every Kill Zone is usually associated with multiple Launch Zones. Every Launch Zone is usually associated with multiple Kill Zones. It's a beautiful thing! ☺ A launch Zone is where you grenadier needs to be in order to hit a particular Kill Zone.

Like Kill Zones, every map has natural Launch Zones on it. But here's the key: some Launch Zones can hit multiple Kill Zones. Whoever controls those Launch Zones have a big advantage over the player who doesn't. Occupying those should be your primary goal after initially establishing your line. One you have a Grenade Element occupying one of these natural Launch Zones, they are very hard to dislodge and they can dish out a great deal of damage.

When you encounter the enemy, designate his position as a Kill Zone and then try to find a good Launch Zone that can hit it. If you don't find anything acceptable, figure out where he needs to be in order for you to be able to get at him. You should do this planning *well* before you actually engage him, and use it as a game plan for movements later on.

Scout the area around the enemy's location and find which Launch Zones give you the ability to hit the most useful Kill Zones. Make those your goals for occupation. Then work back from them and pick the best launch Zones you can occupy along the way to get there – places where you be both protected and have useful access to Kill Zones. That is your route your Grenadiers should follow to get to your destination. Now figure out which Spotting Zones you'll need to occupy to spot the Kill Zones at each stage of your journey. You now know where your Grunts need to be at every point along the way. Have adjacent Elements cooperate with each other in filling in the holes and spotting for each other and Congratulations: You now have a detailed plan for advancing across the map.

Adjust this plan as the situation develops, but keep in mind that having these moves planned ahead will greatly help you coordinate your Squad and as you advance across the map from Zone to Zone, you won't be able to be taken by surprise.

4.2.4 Staging Areas

Staging areas are places where you can safely gather your troops to stage an attack or to fall back on if things don't go well. They can be pretty large like the back of a big building, or pretty small like a small section of wall. The important thing is that you can operate there unobserved and can quickly get to a number of Launch Zones if you need to. Staging Areas should not be accessible to enemy occupied Launch Zones.

Always determine where the enemy can attack the Staging Area from and keep him out of there. If you can't do that, abandon that Staging Area.

In your travels across the map, you will use a number of small Staging Areas in preparation for your operations. Before entering a building, you will stage outside of it until all of your units are ready to enter.

As things get crazy, use Staging Areas to regroup and to respond to the actions of your opponent.

Staging Areas are normally where you bring your units to at the end of the turn so that they are in position to act for the next turn. It's very rare the a unit will end a turn outside of a Spotting Zone, Launch Zone, or Staging Area. It's better to have a unit take two turns to get to his target zone and have his stop in a safe area between turns than it is to try to get there quicker and be caught in a bad position because you tried to rush.

4.2.5 Lanes of Fire

These are long stretches across the map that are ideal for direct fire to use. Snipers in particular like to occupy Lanes of Fire, but they are useful to all units. They also double as Spotting lanes for the units that use them.

Lanes of Fire are those natural lanes like streets that everybody immediately tries to dominate with Snipers. Be aware of that. Assume that the enemy controls every lane of Fire that you don't control and approach it with that in mind.

Lanes of Fire can also be cut into the terrain, and this is one of the better and to control one – make your own. Use a Sniper, Commander, or Grenadier to remove a few obstacles while you Sniper is already in position, and you'll own it before your opponent knows it exists.

Cutting a Lane of Fire into an enemy occupied position is always a good tactic, especially if you do it from the side where his units will be exposed to you.

Scout out Lanes of Fire by briefly exposing one of your Grunts and see if anyone takes a shot at him. A quick dash across the lane will usually tell you if it's "hot" or not.

4.2.6 Backstops

If you learn nothing else in this manual, learn about backstops. Backstops are small pieces of terrain that run across your opponent's line of sight so that you can hid units behind them without them being seen. A small section of a wall makes a perfect backstop. Good backstops can be approached from your side *without being seen by the enemy*, and you can position your units there and *keep them hidden* if you want to.

All your advances will be from backstop to backstop. You can't be fired on while advancing, and you keep yourself safe and hidden after you get there. *Only* you Spotters should try to find the enemy – keep the majority of your troops hidden at all times.

Most of the tactics in this manual are based on proper use of Backstops. To qualify as a good Backstop, a piece of terrain would ideally have the following attributes:

- Be approachable while being unobserved by the enemy.
- Be wide enough to totally hide the unit(s) behind it.
- Give you access to a good Launch Zone, Spotting Zone, or Lane of Fire.
- Have one or two open ends, so your units can spot or fire easily form the ends.
- Have windows to provide additional cover to fire or Spot from.
- Be hard to approach from the enemy's side

- Have hidden access to other Backstops – ahead *and* behind you.

Backstops are the only terrain feature you're interested in. Everything else is decoration.

Backstops are your stepping-stones across the map. Except in rare occasions, *always* move from Backstop to Backstop. Consistent use of Backstops will win you more games than *anything else* in this manual. Without that foundation, none of the other techniques will work consistently.

When taking a backstop (or positioning any units for that matter) always time you move so that your unit arrives at its destination right at the end of the turn. Moving them into position earlier is dangerous because they can be exposed to enemy fire or grenade shrapnel if they stay in place for too long. Plus if someone takes down the Backstop before you get there, you won't be standing still in the open attracting bullets.

While taking a Backstop, suppress locations that have a line of sight to the Backstop approach. It also helps to launch grenades to cause the enemy to vacate the area around the backstop on the turn before moving up.

Backstopping against a bunker can be very effective because you can saturate the inside of the bunker with grenades without the enemy inside bunker being able to shoot at you. Unless there's Grenadiers inside the bunker, there not a lot they can do about it.

Little standing building corner pieces make *great* backstops for Grenadiers. They can fire out both sides of them without moving, and they can walk away from pretty heavy grenade barrages because they can run around the post to avoid each blast. As long as the incoming grenades are Seen, you can dodge them pretty easily. I try to set up near one anytime I expect a grenade duel to take place.

4.3 Choosing Areas of Contact

Plan your initial moves across the map so that you first set up your front lines where the enemy will have to cross some well-covered Kill Zones to get near you. It's better not to advance as far as you can so that you're ready for the enemy when you meet him.

Pick you initial destinations depending on how risk-free they are to get to and how easy they are to defend. Your goal is only to *survive* the first few turns. Focus on winning after that.

As you advance across the map, try to position yourself so that the enemy has a hard time approaching your position safely or undetected. If you can have an open area directly in front of each of your Elements' positions, it'll be really easy for you to repel an attack.

What you are trying to do is create a very strong defensive position and slowly move it across the map. Let the enemy come to you, so you can have the fight on your terms.

If there is a string of buildings leading to your position, level the ones immediately in front of you. Leave enough pieces left so that you can use them for cover later on when you travel through them, but make sure you can't easily be assaulted from them.

Blow out the windows of any buildings that are facing you so that the enemy can't use them as cover and that you can safely stage units in them later on.

4.4 Zone Control

By now you probably have a good idea what Zone Control is – identifying an occupying the most important areas on the map. In whatever position you find yourself, always see how you can improve it by moving to better zones.

When you observe the enemy, figure out what zones he controls and what zones you need to occupy to unlock his position. Get that as the big picture first, before planning all the

details. Every defensive position has an approach that can't be covered – or the Zone that covering that position can be hit from somewhere else.

Zones and backstops are your roadmap to winning. When things get confusing, step back, figure out the Zone situation, and just try to disengage and make small improvements. It's amazing how many times just doing that simple thing will change the course of the battle.

4.5 Map Control

Map Control occurs when you own the map. You occupy the most valuable zones of each type, and you can easily spot the enemy and contain his movements. You achieve Map Control by systematically improving your position from turn to turn until you finally dominate the map.

This should be your main goal throughout the game. After achieving Map Control, eliminating the enemy is easy – he literally doesn't have a leg to stand on. Since most players are concentrating on killing your units, they won't even notice as you take control of the map bit by bit. And since you're not initially focused on eliminating his units, you won't be putting yourself at risk or exposing yourself needlessly.

Make Map Control your goal. Establish a front line, wait for things to settle down a bit, then start taking the map a bit at a time. Ignore the enemy's strong points at first, no need to waste yourself against him. Let *him* smash himself against *your* defenses while you slowly put a strangle hold on the rest of the map.

Pretty soon he'll be in a really bad position with no options, and he'll never figure out how he got in that predicament.

If you can't advance, let your opponent take the initiative, while you do a "Russian Retreat" and make it really very costly to follow you across the map. When he's had enough of that, regroup and start your systematic advance across the map again. Be persistent. Map Control is *absolute* control. Once you own the map, he's hosed.

4.6 Picking an Effective Loadout

Look at the map. If there are a few open areas or good Lanes of Fire, add a Sniper of two. If there are a lot of destructible buildings, a Commander is recommended. Now plot your way across the map in your mind. Is it fairly easy to get places unseen? Are there a lot of open areas? Are important Zones within grenade range of each other or not? Do you start close to each other or far away?

After getting a general feel for the map, figure out first where your Commander should start. If there are many buildings near the start that you can "improve" by knocking down a few walls (like Manors), start him in those buildings. Otherwise, start him on one of your flanks where he has a path of building he can travel through to get down that side of the map.

Now look at the open areas. Put your Snipers to spot for you and cover your first few objectives. Plan where you will move them to after you gain more of the map, and figure out how long it will take and how safely you can get them there. Later on, this will tell you when they should move up. Sometimes they stay put a *long* time.

Now put your Medic(s) somewhere safe, where they can help with spotting (carefully!) and can get to the wounded later on.

Now for you Elements: Figure out where you want them to be at the end of the first turn and set them up to get there. Your Elements should initially be spread across your front line evenly and your Grenadiers should be able to *hit each other* from the first turn. This is important, because if your line gets charged, you need to unload on your own positions while you pull back. This is a great way to rack up early kills – your opponent hits one of

your Elements and the neighboring Elements hammer him while your attacked Element retreats.

In fact, you should adopt this "mutual coverage" stance whenever you can so that you can respond to any attack with a brutal counterattack on the next turn.

Always set up conservatively and never rush forward. The most dangerous part of the game is the first few turns. Neither side has enough information or control to safely cross the map and usually grenades are flying everywhere. Your goal is to survive the initial encounter intact and in good position so you can start to advance your agenda after things settle down.

5 General Grenadier Tactics:

This overview will give you a good feel for how you should run your Squad before we go into detail about each topic. There's a lot of general information here. It's from one of the earlier versions of this manual, but I kept it intact because it does summarize things pretty well.

Grunts spot. Grenades kill. The rest is filler. Everything you do should be focused on getting your Grenadiers *safely* into a position to fire. Grunts are your eyes and shield. They locate targets and then shield your Grenadiers by drawing fire. Snipers are your observers and they can also lock large areas of the map. Commanders are your sneak attack specialists, getting you places you normally couldn't go and improving the terrain to your advantage.

Your Grenadiers' main job is to move into position to simultaneously bombard "Kill Zones". Don't seek the enemy. Move into position to attack a Kill Zone. If the enemy is not there, move into position to attack the next one. The idea is launch grenades into a Kill Zone *just before* the enemy arrives there. This is actually pretty easy if your Spotters are doing their job. Each Grenadier can fire three grenades a turn - two of which will land during that turn. Try to have at least two Grenadiers simultaneously unload on a Kill Zone. The object is to slam the enemy hard and cause a lot of casualties in one turn, then let shock and respect work in your favor. Once he's stung like that he'll hesitate to approach you, and it'll be very easy for him to lose track of you, which works to your advantage.

Your Grenadiers should never fire "naked". Fire from around corners, have a Grunt closer to the enemy drawing fire, or time their firing so it's "safe" (that takes a bit of skill).

Your Grunts main jobs are to find the enemy, protect your Grenadiers, and sometimes kill the enemy. Move them diagonally whenever possible and have them intersperse OpFire commands with movement commands. They should travel ahead of your Grenadiers at a distance where the Grenadiers should be able to hit *their position* and the Kill Zone they are approaching. (Remember, you *always* move from Kill Zone to Kill Zone.) Upon contact, they should sidestep and OpFire while your Grenadiers unload. The LSN sighting rules cause a unit to target the nearest enemy when Op Firing and using Fire at Will. Use this behavior to screen your Grenadiers - keep your Spotters closer and constantly moving so that you Grenadiers can safely step out, fire, and step back behind cover.

For fast penetration inside a building, send your Grunt charging ahead with "Stop on Sighting" and "Fire at Will" set. Have your Grenadiers positioned to hit his entire route. If he doesn't see anything, fine, just move up. If he does, blanket his general area and try to move him back - if you don't think he'll make it back (that's normal), keep pressing him forward or just have him spray everything in sight - he'll die anyway, but so will everything around him when the grenades land. And all the bullets he soaks up will not be heading towards your Grenadiers. In this situation, your Grunt should target enemy Grenadiers first - they're the only real threat to you since everyone else has to fire Line-of-sight and *nobody* ever gets a clean shot at your Grenadiers, right?

Spend a lot of time when plotting seeing how you can hit various places from different locations. It's a great way to find good Launch Zones for your Grenadiers. Learn to bounce your grenades to hit hard-to-reach areas and to send two grenades to cover large sections of the map. The idea is to saturate an area with shrapnel, not to hit individual units. Always think "Launch Zones" and "Kill Zones".

6 Squad Makeup:

Your **Squad** is all the units you purchase at the start of the game. In order to better organize this pile of guys, we need to divide them up into simple tactical units that makes it easy to do all of the tactics described in this manual.

6.1 General

Before we go further, we need to lay the foundation upon which the rest of this manual is built upon – Unit organization. This is not some "let's do it like the military" concept that we do "because it's cool". Instead of using your units individually, you use them as *tactical units* called Elements, Teams, and Squads.

There are many reasons why we do this:

1. It makes it very easy to decide which units to deploy on each map.
2. It's easy to keep a cohesive fighting force after taking casualties.
3. All the strategies described in this manual are described for each tactical unit level.
4. Using tactical units exploits many AI and environmental conditions within the game.
5. Battles get less confusing because each of your tactical units can be assigned to perform basic functions each turn.
6. Once you get used to using these tactical units, you'll be more effective with them than other players are with many more points worth of units.
7. Each tactical unit is self contained and very powerful. They are hard to kill and can deal out a lot of damage.
8. Because of the way tactical units support each, when one of the is attacked, the others can usually respond with a devastating counter-attack.
9. Because of the way tactical units position themselves, even a bad mistake seldom results in the loss of more than a couple of units.

The tactical units are the basic formations that you use for everything. It's very rarely that you use your units independently. Individual units are weak by nature, and for a successful squad teamwork is essential.

These tactical units were created in a way that each member of the element covers the other's weaknesses and complements their strengths. A *lot* of thought went into these "simple" groupings.

6.2 Units, Elements, and Teams

Elements function independently or two of them can group together to form a Team. All of the strategies in this manual are based on Elements or Teams - they are the basic tactical units.

Their basic duties are as follows:

Elements:

1. Locating and keeping track of the enemy.

2. Capturing key terrain.
3. Flanking the enemy.
4. Infiltrating and operating behind enemy lines.
5. Protecting and Supporting other Elements.
6. Performing a *huge* number of strategies and tactics to defeat the enemy.
7. Coordinating with other elements in performing complex maneuvers.
8. Ambushing enemy units.
9. Improving the Terrain.
10. Establishing Map Control.

Teams:

1. Establishing your front line.
2. Holding key terrain.
3. Defending against massed attacks.
4. Attacks on heavily defended positions.
5. Traveling through safely occupied terrain.
6. Clearing large buildings.
7. Controlling game pacing.
8. Being the pivot for flanking moves by Elements.
9. Maintaining Map Control.
10. Finishing the enemy.

Squad:

6.3 Elements

Elements are your basic tactical unit. They always cost 3fps and usually contain two units.

6.3.1 Squad makeup:

Each Element costs 3fps. Always purchase your squad by Elements. This makes it very easy to setup quickly and adapt your order of battle to the map. By purchasing your Squad as Elements, you are assured of having a balanced Squad and one that can function well together.

Your Squad selection is simple:

For a **20fp game**, take:

- 1 Headquarters
- 1 Medic
- 6 elements

For a **30fp game**, take:

- 1 Headquarters

The Grenadier's Bible

- 2 Medics
- 9 elements.

Your basic Element is a Grenadier Element – which consists of a Grunt and a Grenadier. There are also Sniper Elements, Grunt Elements, and Medic Elements. Commanders are their own Element and they usually team up with a floating Medic mid-game.

The beauty of this system is that you can decide what loadout works for each map and then easily remember it later on. If the map is open, add a Sniper Element or two. After you decide what "special" Elements you need, just fill in the rest with Grenade Elements.

So for an Outpost 20fp game, I remember that I take a Commander and 2 Sniper Elements.

That's a heck of a lot easier to remember than:

- 1 HQ
- 1 Medic
- 1 Commander
- 2 Snipers
- 3 Grenadiers
- 5 Grunts

Immediately after playing a map, re-evaluate which elements you took and adjust your loadout for next time. After a while, you get a feel for what types of units you'll need on each new map you encounter just based on the amount of cover and general openness of the map.

As a general rule of thumb, I always take one Commander and one Sniper Element on a 20fp game and two Commanders and two Sniper Elements for a 30fp game. Then I adjust my loadout from there. Some other rules of thumb:

- *Very few* maps warrant more than 2 Snipers. Forest and Beachhead do, and that's about it.
- One Commander is essential on any map with destructible buildings. There's never any need for more than two – for the same point value a Grenadier Element is *much* more powerful and will survive longer.
- Don't be shy about taking nothing but Grenadier Elements on some maps like Bunker or Arena –they *own* those maps.
- Think hard before deciding that you don't need at least one Commander. Unless the map is mostly blue steel, a Commander is a very powerful asset to your squad.
- Special Elements are just that – *Special* Elements. You take them to fill *special* needs that your core Grenadier Elements can't fill. Grenade Elements are still your backbone.
- On really constricted maps take a Grunt Element because of the dangers of ambushes. You're going to lose a lot of Spotters and you don't want a lot a blind Grenadiers running around later in the game.
- If you take less than three Grenadier Elements, you're making a mistake. No matter what advantages you think all those Special Elements are getting you, your Squad is drastically underpowered and tactically inflexible.

- Don't be tempted to take more or less Medics than the recommended number. That really doesn't buy you anything useful. Medics are *not* Grunt substitutes!

Medics are always floaters. They go where they're needed. Later on in the game they usually link up with a Commander to form a ComMedic – a powerful combination particularly suited for close range fighting and mopping up.

6.3.2 Types of Elements

Here are the basic Elements:

- Grenade Element: A Grenadier and a Grunt. The backbone of your Squad.
- Commander Element: A Commander (and a floating Medic). The magic doorman and tank killer.
- Sniper element: A Sniper and a Grunt. Long range scouting and a very powerful support element.
- Grunt element: Three Grunts. Use for tight maps for close combat.
- Medic element: Three Medics. You only need one of these if you suck. ☺

6.3.3 Using Grenade Elements

The **Grenade Element** is your basic tactical unit. It consists of one Grenadier and one Grunt. The Grenade Element is the core of your Squad. It is not a simple teaming up of two units so that they can travel together. They operate as one entity, and the Grenade Element was designed to take into account each unit's strengths and weaknesses.

A Grenade Element is *not* just a Grenadier and a Grunt joined at the hip who run around the map together until they both get killed. It's more like a powerful card combination in Magic: The Gathering – putting two seemingly weak cards together that creates an overwhelmingly powerful combination. Let's look at this pairing for a second:

Grunt	Grenadier	Combined Element Capability
Superior close range fighter	Lousy close range fighter	Superior close range fighter
Fair medium range fighter	Superior medium range fighter	Superior medium range fighter
Attacks one target at a time	Attacks multiple targets at once	Attacks multiple targets at once
Fastest OpFire capability	OpFire is usually suicidal	Fastest OpFire capability
Fastest FireAtWill capability	FireAtWill is usually suicidal	Fastest FireAtWill capability
Needs to expose himself to fire	Can fire from hidden locations	Can fire from hidden locations
Fast fire rate, can usually fire without getting fire upon	Very slow fire rate. Dangerous when exposed to enemy	Grunt can distract enemy while Grenadier fires
Can camp behind cover and spot without be in too much danger?	Can't spot for itself, needs other units to designate targets. Pretty useless alone.	Grunt's spot. Grenades kill. The rest is filler. ☺

The Grenadier's Bible

Can gun down Grenadiers before they shoot	Can kill Grenadiers after they shoot	Great Grenadier hunters
Evenly matched against Grunts	Can kill Grunts without being seen.	Great Grunt hunters
Can kill Commanders and Snipers without getting shot at.	Can kill Commanders and Snipers without being seen.	Commanders and Snipers are toast when in range
Easy to kill	Easy to kill	Two units are harder to kill than one, especially when they cover each other.
Can be killed by one grenade	Can be killed by one grenade	Positioned so a grenade can't kill both. Grenadier is usually hidden
Can travel pretty safely	Travel is outright dangerous	Can travel while covering each other.
Good area coverage, good defense	Excellent area coverage, almost impenetrable defense	Can dominate an area
Can't destroy terrain	Destroys terrain	Destroys terrain
Doesn't scare anybody	Huge intimidation factor! Scariest unit in the game.	People will start running from your Grunts. 😊
Pretty good at firing while retreating	Can easily destroy pursuers	Very dangerous when retreating
Needs to expose himself to fire and to spot for Grenadier	Can stay hidden until he fires. Can also fire hidden.	Opponent hardly ever sees your Grenadiers. They're a hidden threat
Lots of ammo	Limited ammo capacity	Conserves grenades by using only the right ammo for each situation.
Good building assaulter	Excellent room clearer	Entrenched units are targets

As you can see, the Grenade Element is actually a 3fp Super Marine!!! Even though you don't get all those capabilities at once, you can choose which ones are most appropriate to fit the current the current situation, which is almost as good.

The Grunt is the Element's Spotter and the Grenadier's protector. The Grenadier follows his Spotter into position and engages the enemy. The Element stays together and whenever possible the Grenadier should be able to hit *his Spotter's position* and the positions his *Spotter can see*. The Element usually travels with the Spotter in the lead when advancing and with the Spotter trailing when retreating.

The Spotter should draw fire and screen the Grenadier (when necessary) once the enemy is engaged. His job is to avoid engaging the enemy himself. The only time he will do this is when he has a great opportunity, is about to die, or when he can finish off a wounded enemy or attack an enemy Grenadier. (Kill enemy Grenadiers whenever possible – they're your highest priority target.)

The Grenadier's Bible

A Grenadier is next to useless without his spotter, so always treat Elements as one unit. Move them together, attack with them together, and protect them together.

The Spotter's priorities are:

1. Protect your Grenadiers.
2. Observe the enemy.
3. Kill enemy Grenadiers.
4. Kill the enemy.
5. Protect themselves.

The Grenadier's priorities are:

1. Protect themselves
2. Kill the enemy.
3. Protect other Grenadiers.
4. Control the map.
5. Protect spotters.

Note that the Grenadiers do not have "Observe the enemy" on their list of priorities. That's because you need to expose yourself to do that, and your Grenadiers should always remain hidden or shielded. When being shielded, the shielding unit is spotting.

If it seems like the spotters are getting the raw deal on this priority list, it's because they are. It's better to lose spotters than Grenadiers. Never mind the point values - Grenadiers can act as spotters, but spotters can't act as Grenadiers.

Elements always reform after an engagement. If casualties break up some Elements, it's a good idea to regroup and form new Elements as soon as possible before advancing.

6.3.4 Using Sniper Elements

Sniper Elements are used to control large areas of the map and to dominate Fire Lanes. The Sniper also makes an excellent hidden spotter.

Unlike other Elements, the Sniper Elements usually doesn't travel together during the later part of the game. Usually the Grunt will be used to replace killed Grenadier Element Spotters after the Snipers are in protected positions. Before that time, the grunt is used to protect the Sniper from assault and to help him travel in safety.

Snipers excel at dominating areas of the map, and their movements should be carefully planned so that they have good fields of fire and you get the most out of them. Be careful about engaging enemy Snipers, because that is always a risky proposition. It's better to wait until your other Elements work in close enough to take out the Sniper or displace him, then move your Sniper into position to control that area.

Positioning a Sniper forward on one of your flanks can have him cover across your entire front line. A lot of time this is a superior use of them because your opponent expects them to be deployed to shoot deep into his territory and not across his front line. That make him easy pickings for the first few shots when he stages his units behind cover and they are exposed to your Sniper from the side.

Force Fire is very powerful for Snipers. Use it to take out dancing Grunts behind windows or to destroy cover from in front of the enemy so that your other units can engage them.

6.3.5 Using Commander Elements

Commander Elements are the perfect infiltrators and medium-range combat units. During the middle of the game, link your free Medics up with your Commanders when they are free from other responsibilities.

Having a Medic heal while the Commander is firing creates a unit called a ComMedic. A ComMedic can heal faster than a Grunt can kill them, and they can take out any other unit with one shot. This makes a very powerful combination for room clearing. While moving, have the Medic follow the Commander by right-clicking on the Commander. Then have the Commander advance with HaltOnSighting enabled. That way, when the Commander stops to fire, the Medic will automatically start to heal him.

Sometimes, on maps that you take two Snipers on, instead of taking their Grunts, take a Grenadier instead, and assign that Grenadier to the Commander. Later on in the game, having a ComMedic/Grenadier Element wandering around the map as a hidden strike force is a great way to rout the enemy. Combined with another Grenadier Element as a Team they become a force to be reckoned with.

That Commander/Grenadier team will usually be your key base of fire throughout the game.

6.4 Teams

Two **Elements** form a **Team**, so a Grenadier team consists of two grenadiers and two grunts. A Grenadier team travels together with the spotters in the lead and the Grenadiers following. When approaching the enemy, one element usually becomes the *lead element* and the other becomes the *support element*. Usually each element in a Grenadier Team positions themselves so that they are far enough apart so that they must be attacked individually, but the Grenadiers are in each other's Kill Zones. That's right, *each other's* Kill Zones. The idea is if one Grenadier gets rushed, the other one fires on his position while he retreats. This is very effective because most opponents assume that the attacked Grenadier will stand and fight and get gunned down or run away harmlessly without firing a shot. Dumping on his position while he hoofs it out of there almost always catches them by surprise.

Other Team types can be made. A Commander/Grenadier element team is great for building entry, close assault, and traveling discreetly around the map (by blasting holes in walls) to get in good flanking positions. These teams are so essential that I always take one along and use my other teams to work them into a good position. A Commander showing up in your base followed by a barrage of grenades has a lot of shock value.

6.5 Regrouping

Don't let yourself get carried away in the heat of battle and end up with your units scattered all over the map. Discipline yourself to spend some time during the game just regrouping your troops and solidifying your position. I spend almost 1/3rd of my game time regrouping and staging my units. I'd rather "waste" my time doing that than to lose the game because I was caught in a bad position.

As you get used to using Elements and Teams, you'll automatically reform them into many configurations during the game. Nothing says that the Grunt that starts the game with a particular Grenadier has to stay with him through out the game. Mix and match them as the need arises. Don't be afraid to swap healthy and wounded units around to put them where they make the most sense, like putting the wounded units in easily protected positions while you have the healthier ones do the risky stuff.

After almost every firefight, you should spend a little time planning your next move and getting your Elements in position. That's when you do most of your reorganization, after taking into account casualties and the threats and opportunities that the battle opened up.

Keep in mind that this manual is a *guide*, the intent is to give you an overall focus, but it's not a hard and fast set of rules to handle every situation –that's impossible. A lot of times you'll look a situation and see that you need a specific combination of troops to accomplish the task. Just do what makes the most sense at the time.

6.6 Reloading Logistics

Don't use up all your grenades at once. Pick some Grenadiers to fire the most often and as they get empty, cycle them back to HQ to reload while the others continue the fight. If you must do something risky, try to use a Grenadier who's almost empty so that you don't have to lose your momentum if he's killed.

Sending Grenadiers back to reload can give you a tactical advantage. Bring up the fresh Grenadier first and try to keep him unseen. Then make sure your reloading grenadier is seen on the way back home. Your opponent will think that you have will no Grenadier in the area and will usually attack – giving you a good opportunity for a counterattack.

You should plan you reloading logistics ahead of time. It's better to have a slow and steady pace throughout the entire game than to constantly having to lose the initiative because you run out of steam. Plus, if you use a lot of grenades, your opponent will *expect* you to have to reload, so backing off a bit once in a while is a good way to draw him for an ambush.

Remember: Amateurs discuss *tactics*. Professionals discuss *logistics*.

7 Using Grenades:

7.1 Overview:

Grenades are the most flexible weapon in the game. Using them well means using them to their fullest potential and taking advantage of the many different rolls they play. Grenades form the backbone of your fighting force and they have an amazing ability to let you control the area around your squad. Some of their uses are obvious, but some of the more powerful ones are not. If the use of an item in a certain manner achieves a certain result, then you can create that result by using that item in that manner. Grenades bounce around and go boom, but the *reaction* to them bouncing around and going boom is very interesting! Most of the techniques described below are based on your opponent's reactions to grenades, not the actual in-game mechanics of grenades.

Always remember that LSN is a game where two minds try to defeat each other via the mechanics of the game. Your object is to defeat the other person's *mind*, and any technique that causes a desirable reaction in that mind can help greatly. Unbalancing your opponent mentally will cause his units to be ineffective. Because of the spotting rules and the turn-based nature of this game, it is a perfect medium for you to do things that directly affect his state of mind and degrade his game accordingly. Unlike chess, everything is *not* there in plain sight for all to see. That, combined with the uncertainty of planning ahead for things that aren't seen yet lays the perfect foundation for fleeting impressions and intentional diversions to greatly mold your opponent's view of what is going on in the game. Prey on uncertainty, deny information, and feed paranoia. Your opponent reacts to the situation he is presented through his game interface. He never sees the "real" situation, and neither do you. But if you are actively *controlling his presentation*, he is reacting to *you*, not the real situation. And that is what you want.

7.2 General Tips:

Use grenades sparingly. Most players use about three times as many grenades as they need to. Every grenade you fire must be for a specific purpose as part of your overall plan for that turn. If you are smart when you use them, you will be just as effective as someone

who's plastering the map with them - and you'll have the staying power to exploit any weaknesses you create. Whenever you're about to launch a grenade, always ask yourself "Do I really NEED to use a grenade right now?".

When you're planning a grenade tactic try to use the fewest grenades possible to get the job done. Remember that the majority of the grenade tactics use the THREAT of grenades just as well as the actual grenades themselves. A single grenade in the air and an exposed Grenadier at the end of the turn will disrupt the enemy just as well during the next turn whether or not he continues to fire on that following turn - your opponent will assume he will continue to fire, he'll plot his response, and none of your grenades will hit him anyways. Why waste the grenades? You've achieved the desired effect, and by not firing got the added bonus of conserving ammo and throwing your opponent off-balance when the expected barrage never happens.

A grenade creates shrapnel that travels in a straight line out from the source of the blast and acts just like bullets. If a man has a clear line of sight to the center of the blast he will probably get hit. The height of the blast is also accounted for, so air bursts tend to enter windows and go over walls better. Either you nail them or miss them completely - the process appears pretty random even though it's really not. When firing at units behind windows, try to have the grenades detonate at the top of their bounce.

7.3 The Grenade Life Cycle:

As the saying goes "the devil is in the details. Before understanding how to use grenades, it's important to understand grenades themselves. What are these little silver balls of death? And more importantly, what makes them so useful?

Grenades are launched, they bounce around for a while, and then they explode. That seems simple at first, but if you look a little bit deeper, there are a number of distinct phases of a Grenade's life:

1. **PreLaunch** – In the backpack, or just before firing.
2. **Early Flight** – The first half of the flight, or while a grenade is still in the air.
3. **Late Flight** – The last half of flight, or while the grenade is rolling on the ground.
4. **Detonating** – From the time the grenade explodes, until the time the shrapnel finishes flying out.
5. **Spent** – All that's left is a few puffs of smoke.

In addition, a grenade can be in one of two states:

1. **Seen** - A player can see the grenade.
2. **Unseen** - A player can not see the grenade.

Note that a grenade can be Seen by one player and Unseen by the other. Always try to know the visibility of each grenade. This is especially important during the plotting phase because *Unseen grenades are not shown during you plotting and testing displays!* Even your own grenades won't show up, so you can walk right into a grenade if you lose track of any. Make it a habit of counting each grenade launch and tracking each one while reviewing the previous turn. Try to determine where all of them are, and keep that in mind when plotting.

LSN is played in ten second turns. Every ten seconds both players plot their turns for the next ten seconds. That is the only time a player can "react" to what he sees. The phase and status of each grenade at the end of the turn is *critical* to governing your opponent's reactions. I can't say this enough: grenades affect your opponent more than anything else,

and the picture you present *at the end* of the turn is the one that causes *him* to react to *you*. This is where the heart of LSN is played. Most players aren't aware of this.

Again, the state of grenades at the *end of the turn* is *critical* for you to influence your opponent. Each stage affects your opponent in a different way. Decide what picture you want to paint before plotting *anything*. A good grenade player always seems to be out-maneuvering and out-guessing his opponent. That's because he's using grenades to directly affect his opponent's decision process. And his opponent doesn't even know it.

Throughout this manual, these terms will be used to describe the phase and status of grenades when it's important. Each stage has very particular uses and effects. The general characteristics are:

7.3.1 PreLaunch Stage

The grenades are in the backpack or in the tube just before you launch. These grenades are harmless, but present a potential threat. A fully loaded Grenadier can kill a large amount of troops, but his grenades are useless until they are launched. Until launch, they are only a threat. Because of this, Grenadiers make prime targets, most players will prioritize them over other units. They are attacking the *potential*, not the Grenadier himself. This is important, your opponent doesn't know if the Grenadier is empty or full – he'll prioritize it either way. That's what makes empty Grenadiers so useful as decoys – they always attract attention, especially if they look like they're getting ready to launch.

Stepping a Grenadier out near the end of the turn and giving him a fire order that won't complete is a great way to spook your opponent. The less time he's exposed, the better – make it look like a plotting mistake. He'll assume that you'll launch at the start of the next turn and will react to it either by scattering or trying to kill your grenadier before he can launch. You can take advantage of both of those reactions. Duck your Grenadier back in and you can plot with a pretty good idea of what your opponent will do. In this game, *nobody* ignores Grenadiers!

Always watch your grenade counts. When approaching danger, lead with your most empty units. Try not to use your grenades up evenly, keep some mostly full. This is also important mid-game as you start to cycle your empties back for reloading – it's good to have a couple full enough to keep pressing the attack. Plus your opponent will be waiting to hit you when you're reloading and your firepower is diminished. One or two fresh Grenadiers can really take advantage of that and hit him hard. Just let him think you're out and let him push you back a bit – right into a Kill Zone.

7.3.2 Early Flight Stage

The grenade has left the barrel and is roughly in the first half of flight. It is closer to you than to its target. The enemy has plenty of time to react to it (if he sees it) so grenades that are in Early Flight at the end of the turn seldom cause casualties unless they are unspotted or the enemy has nowhere to go. Early Flight grenades do have a good suppressive and disruptive value if they are seen by the enemy at the end of a turn. You can almost always guarantee that their blast zone will be free of enemy units by the time the grenades land. This is very useful for building entry or covering movement because you can limit your opponent's ability to post troops where they can cover the area you are advancing through.

7.3.3 Late Flight Stage

The grenade is usually rolling on the ground and is about to detonate. Grenades in the Late Flight stage at the end of the turn will demand attention if they are seen – the enemy will do anything he can to get clear of the blast area. Late Flight grenades have a fair chance of

killing or wounding the enemy if they are seen at the end of a turn. They are good for suppression and disruption since the enemy will usually react to them.

7.3.4 Detonation Stage

The grenade has exploded. Anything directly under the grenade has been damaged. The shrapnel takes a little while to spread out, so units located far from the center of blast won't get hit right away. A detonating grenade is shown on the map even if no unit can see it, so all detonating grenades are revealed to both players.

7.3.5 Spent Stage

Nothing is left of the grenade except a few puffs of smoke. The smoke does block line of sight somewhat, but I've never found a use for it.

For some reason players tend to avoid Spent grenades for at least a turn. It's probably due to them thinking more grenades are on the way, but regardless of the reason, it's usually pretty safe to travel near your own spent grenades right after they land.

7.3.6 Seen State

When a grenade is visible at the end of the turn it is Seen. Seen grenades are plotted during the Test Orders phase, so that you can see where they go and when they detonate. It's important to have as many grenades Seen at EOT as possible, because even your own grenades are a danger to you if they are Unseen at EOT.

7.3.7 Unseen State

When a grenade is *not* visible at the end of the turn it is Unseen. Unseen grenades are *not* plotted during the Test Orders phase, which makes them *very* dangerous.

Try to keep track of all the grenades fired during the turn and DON'T PLOT ANYTHING until you figure out where they all went. If you can't account for one, be very careful about going anywhere near where it could detonate.

Of course, it follows that having grenades in the air that are Unseen by the enemy at EOT is a Good Thing.

7.4 Uses for Grenades

Grenades are the most versatile weapons in the game. They allow you a degree of control that no other weapon can. In this section we'll explore the many uses of grenades and go into a fair amount of detail about each one. After reading this, you'll never look at those little silver balls of fun the same way again. ☺

7.4.1 Killing things

The most obvious use of grenades is to kill things. Grenades do that rather well.

Grenades only kill things in the Detonation stage. Since it is fairly easy for a unit to avoid the grenade blast area if the owning player has enough time to plot evasive maneuvers, most of your killing will be done with grenades that detonate during the turn or that EOT in the Late Flight or Detonating Stages. Grenades that are in the Early Flight stage at the end of turn seldom get any kills unless they are Unseen, part of a Area Saturation attack, or the enemy is trapped in his location.

When you are plotting grenades to kill units, try to have them detonate in the turn you launch them. That way you give the enemy no time to react to them.

Sometimes it is possible to plot the first shot of a killing barrage on the turn *before* the main barrage starts. This works best if:

1. You are launching unexposed
2. Your grenades will be Unseen at EOT.

A perfect time for this is when you are going to bring down the wall of a building and then toss a few grenades through it. You can launch the first grenade so that it's in Late Flight at EOT and sometimes even get a second one in the air before the turn is over. Then the first one will explode at the start of the next turn taking down the wall and you'll have the whole turn to pump grenades through the opening. This is one of the nastier types of ambushes because you can also enhance it by putting a couple of shooters OpFireing through the wall on the turn it goes down.

If you're careful about the timing, two Grenadiers can take down a wall and put three grenades through the opening and be out of sight by the time the first grenade goes off and the wall comes down.

7.4.2 Suppression and Disruption

Dropping grenades in front of the enemy will tend to halt his advance. Dropping them around him will tend to make him dig in and seek cover. Both of these are examples of Suppression. When using grenades to suppress, the idea is to keep the enemy in roughly the same location and limit his options. While suppressing him, have your other units move up to flanking or other advantageous positions.

Dropping grenades in the midst of the enemy causes him to disperse. This is called Disruption. Whatever plan he had before, his new plan is to stay alive. A single grenade can disrupt a well-planned attack and buy you time to adapt or counter.

Since both Suppression and Disruption require your opponent's reaction, you should start those actions near the EOT and expect the results on the following turn. Having Late Flight grenades in the air at EOT is best for Suppressing and Disrupting for the early part of the next turn. Early Flight grenades will cause this effect, but you need to ensure that they are Seen by the enemy at EOT.

End of turn Detonating grenades do not work well for this because the enemy only needs to avoid the blast area at the beginning of the turn, so the effects don't last very long unless he has the impression that more grenades are coming. (Most people assume one grenade means the start of the barrage, so often you can get away with this.)

The idea with Suppression and Disruption is to not go overboard. Although it's a sound tactic, it's not killing any enemies and you're giving your enemy a good idea where your Grenadiers are located. The best thing is to use this once and move your Grenadiers to new positions while the enemy reacts. You'll usually get a free turn to maneuver. Be aware that he will probably return fire on your initial Grenadier positions, so don't be there when it lands.

The best time to suppress and disrupt is right near the end of the turn. Time the grenades to go off just before the turn ends. To your opponent, it looks like the start of a barrage, so he'll plan his move accordingly. Also, if you fired from an unexposed position, you'll have some time to move away before the grenades detonate. He'll think you just moved into position and a barrage is starting.

Tossing one grenade inside a bunker from an out-of-site location will usually panic your opponent and make him concentrate more on avoiding damage from grenades than an assault from outside.

Suppression and disruption are great things to do with that last grenade you're carrying before you head back to reload. Since you're always cycling your grenadiers back and forth

to the front, use your almost empty ones to do the tactical stuff and your fresh ones to fire for effect.

7.4.3 Denial of Movement

This is a simple concept everyone understands – dump enough grenades on an area so that it is unsafe for your enemy to go there. Players naturally do this to cover places like bunker entrances or streets. This technique has some good points and bad points to it.

Good points:

1. The enemy doesn't get through the area.
2. The effects usually last one turn longer than the barrage itself.

Bad points:

1. Very expensive in terms of ammo and tying up Grenadiers.
2. Unless you have excellent supply lines, you can't do this for more than two or three turns.
3. The enemy will know *exactly* where your Grenadiers are.

As you can see, you must weigh the cost and risk against the benefits you'll get by using this tactic.

For large areas, it's best to assign two Grenadiers and have them stagger their launch times so that you'll get four explosions during the turn and maybe two in the air at the end of the turn. If you want to hold the area for a while, take advantage of the fact that your opponent won't attempt to enter the area on the turn after the barrage, so you can pause your shooting at the start of a turn like this:

Turn 1: Detonate two and leave one in Early Flight at EOT.

Turn 2: Detonate one at about 7 seconds and have one in Late Flight at EOT.

Turn 3: Detonate two mid turn, save your last grenade for the next turn.

If you perform a Denial of Movement for three consecutive turns, your opponent will assume the barrage will end after the fourth turn. Be aware of this and either change the way you are covering the area or have a fresh Grenadier in position to hit him on the way in.

Although you'd think that Denial of Movement is normally used to block access of an area for a long period of time that is seldom the case. Most often Denial of Movement is used to briefly block off an area while some other action is occurring – usually accomplished by sending two or three grenades into the area late in one turn and taking advantage of the opponent's hesitancy to enter the area on the following turn.

For example, you are moving some troops into an ambush position and you don't want the enemy to see them move up. Determine where the enemy can see the troop movement from, bombard the area, and move your troops up on the next turn. Denial of Movement is best used in small doses like this as part of your overall tactical plan.

If you find yourself using Denial of Movement as your only way to hold back a determined enemy, use the barrage time to move your flanks into position to hit him when the barrage ends.

7.4.4 Blinding

The most useful thing that you can do in this game is to keep your units hidden while still knowing the location of the enemy. Grenades have a big part in this strategy by using a

technique called Blinding. Blinding is done a number of ways, and is often the byproduct of the other techniques described in this section. Here are a few ways to Blind your opponent:

1. Launch grenades outside of windows so that your opponent can't use them safely.
2. Use Denial of Movement to keep the enemy out of areas he can see from.
3. Kill spotting units. Always make this a priority.
4. Use Disruption to move an enemy out of a good spotting location.
5. Blow down walls to give your units hidden paths to their objectives.
6. Fade from an attack *immediately* if you feel your opponent is getting too much information about your current position and squad makeup.

Blinding is usually temporary, and like Denial of Movement, is usually one part of your overall strategy for that turn. It is possible, however, to keep an opponent blinded for extended periods by using Grenadiers to chase an opponent out of an area and then use Snipers or other direct fire units to keep him out. It is very difficult for an opponent to re-enter an area if he can't see into it and it is heavily covered by shooters with Grenadiers on standby.

Blinding also comes into play when you're retreating and being pursued. Dump a couple of grenades behind you to discourage the enemy from following so that you can disengage.

7.4.5 Herding

By hitting different areas of the map each turn, you can effectively "herd" your opponent's units into a position that you want them in. Denial of Movement and Disruption are considered Herding techniques. Herding is most effective when using Seen Early and Late Flight grenades so that your opponent has time to react to them and go the way that you want them to.

A good use of Herding is to get your opponent to retreat across the map by using a "rolling wall" of grenades. You can also Herd your opponent closer to a Grenade Forward or Revealed Ambush position (discussed later).

Herding is usually used to drive the opponent ahead of you, since their natural tendency is to avoid grenades.

Combining Herding with Improving Terrain is a good way to prepare a position for your advance so that you can be instantly "dug in" when you advance right after the enemy leaves.

Use Herding to cover other things you are doing on the map. Most opponents are not disciplined to continue to spot behind them while they are retreating, so a lot of what you are doing will go unobserved.

7.4.6 Area Saturation

Death by volume. Have two or more Grenadiers saturate an area with grenades and hope for the best. This is a good technique to engage an area where you know the approximate whereabouts of the enemy, but not exactly where his is. It's also good for finishing off units that are dug in or already wounded and traveling through an area.

This technique is expensive in terms of ammunition, and your Grenadiers position will usually be revealed to your opponent, so you should use it sparingly. This ammo issue is the most important however, because it'd be a shame to spend eight grenades finishing off a grunt or two and then not have enough to mount an attack later on.

7.4.7 Recon by Fire

Simple put: Is someone in that house? Toss in a few grenades and find out. Works great if you have Snipers or Commander covering the exits on the following turn.

There's other variations of this technique:

1. Fire at a location *behind* you in order to make your opponent think you're further away from him than you really are (This only works with Unseen grenades). Your opponent will see the explosions and will possibly advance on the next turn – drawing him out of his hiding place.
2. Is the enemy behind that wall? Take it down and find out. ☺
3. Fire some grenades out in the open so the enemy will be able to determine where your Grenadier is, then move him. Have other units spotting the area. The enemy will usually try to attack the grenadier's position, thereby exposing himself.
4. Start a "rolling barrage" on one side of the map and you'll usually see the enemy shifting away from the barrage on the following turn.

7.4.8 Improving Terrain

Don't neglect you Grenadier's ability to improve the your position by changing the terrain to suit your needs. This simple technique can give you a decisive advantage at times. Always look for ways that you can use a grenade or two to make our other units more effective.

A fortunate byproduct of this technique is a psychological one. You opponent will see your grenades explode in places that don't "make sense" and he'll usually assume one of the following:

- You don't know what you're doing.
- You don't know where he is.
- You just had an accident.

All of those assumptions are a good thing for him to think. I sometimes get a kick out of sending my opponent an "Oops" message on the turn after I do some landscaping. ☺

Here's a few ways to improve your positions.

1. Destroying front walls of opposing buildings - especially ones with windows - to minimize the enemy's cover.
2. Cutting access doors in your buildings so that you can shift around undetected.
3. Cutting grenade lanes of fire through buildings so you can fire unexposed.
4. Using Snipers and Commanders to blast extra doorways in buildings prior to advancing. Most players won't notice when you do this since they just assume your shots "missed" some other target.
5. Removing trees that block your lines of sight and walls that hinder your movement.
6. Leveling buildings you consider too advantageous to the enemy before he can occupy them - or while he's in them. :)
7. Gutting the inside of big buildings so that the enemy can't use them to approach your troops unseen.

7.4.9 Announcing your Presence

"Honey, I'm home!" Sometimes you want you opponent to know exactly where you are.

Suppose early in the game you rushed a Grenade Element deep into enemy territory and hid them in a building. The last thing you want to do is have the enemy carefully advance through the building and find them. So you have your rear units launch a few grenades forward as if they were trying to clear the area in front of them. This will give your opponent the impression that that is your front line and as far as you have advanced. Keep this up until he is in sight, and he'll usually rush past your advanced Element without seeing them.

This is a good way to set up an ambush.

The exact opposite technique works too. If the enemy is attacking and you have a Grenadier somewhere behind his lines, have him launch and then get out of the area. Your enemy will send some units to hunt him down, and will usually break up his attack thinking that he is surrounded.

Another use for Announcing Your Presence is right at the start of the game to establish the front line where *you* want it. Bombard the area where you want to advance more and keep quite where you want the enemy to set up closer to you. It's amazing how effective this is, a lot of times the enemy will set up exactly where you want him to without realizing it.

7.4.10 Preparation for Entry

This is a very powerful technique which takes advantage of Late Flight grenades. Suppose you want to enter a building. Stage your entry team and then launch two grenades through the doorway – one that detonates during your turn and another that is in Late Flight at EOT. On the next turn, plot your units to enter the building immediately after the second grenade detonates. I usually have them step in and OpFire and couple of times to catch any units that were trying to avoid the grenades.

This is one of the safest ways to advance because your opponent will usually vacate the room when he sees you "starting" a grenade attack on it. He will almost never have units covering the room itself – he's too worried about not getting killed.

If you do this successfully against an opponent during a game and he actually sees you enter the room (you gun down his units or something), be really careful about doing it again. He may get wise to you and have a welcoming committee waiting for you next time. To counter that, just extend the "entry barrage" longer and hit deeper into the room in order to catch him there. Or barrage one room and go in by another way.

7.4.11 Deception

There's a lot of ways you can deceive your opponent by using grenades.

Here's some ideas:

1. Throw a few grenades around wildly at the start of the game so your opponent thinks you have no idea what you're doing. That might make him overconfident enough for you to take advantage of later on.
2. While you're advancing, launch grenades from your training Grenadiers instead of your lead ones. That will make your opponent think you not as close as you actually are.
3. Fire at a building that you know the enemy is *not* in, so he doesn't think you know which building he *is* in.
4. If you've been bombarding an area for a couple of turns, stop firing for one turn and keep your Grenadier hidden for a turn. Your opponent will assume you ran out of ammo and went back to reload. Continue the bombardment on the following turn and you may catch him in the open.

5. Right at the end of a turn have your Grenadier stand out in the open within range of your opponent's position. He'll assume you intend to launch and will either run or focus all his firepower on that Grenadier. Next turn, get your Grenadier out of there and hit him from another direction.
6. Sometime in mid-game, let your opponent see one of your Grenadiers heading for home. As soon as he steps out of sight, send him back into position. Your opponent will think that grenadier will be gone for a few turns.
7. I always cycle my Grenadiers early, so in mid-game when my opponent expects me to have to reload, I'm fresh. I usually stop firing for a turn (spend the time staging the attack) then hit him hard on the next turn, which usually catches him off guard.

7.4.12 Keeping an Area "Hot"

This just involves tossing a couple of grenades in an area that you previously had a strong presence in. Say you had moved into a location with a powerful force and drove the enemy away. Now you want to shift your troops to a new position, but don't want your opponent to know that you vacated the area and have him move into it. Leave a Grenadier Element there and have him fire one or two grenades a turn – mostly at windows or areas the enemy could spot from. This will keep the area "hot", and will discourage your opponent from going back there.

A variation of this is to keep an area "Very Hot". Blast everything in sight and force fire into it. Make it look like a huge assault. This is usually used to focus your opponent on that area and distract him from another part of the map, or to make him think you're mounting an assault and will he'll keep his units there for defense.

Keeping an Area Hot is one of the best ways to buy time while staging units elsewhere on the map. It makes your opponent think you're focusing on that part of the map exclusively.

It's also a good way to clear Fire Lanes without him figuring out what you're up to.

7.4.13 Stalling

Both sides are dug in and the scores are close. It appears that neither side can get an advantage. This is a great time to stall. Keep firing a few grenades at the no-mans-land between your Squads. Reload your Grenadiers and stage for an attack. The enemy will get comfortable assuming the game has reached a stalemate. When your reloads show up, either do a Plunge attack or a rush to get things going again.

Stalling is also used to slow down the pace while you heal, get into position, or reload. Grenades are good for stalling tactics because nobody can ignore them.

7.4.14 Bombard Your Own Position

This is one of the best deceptions to do, because it totally hides your position from the enemy. If you have Grenadier Forward or other good position with good cover, drop a couple of grenades on it. Plot everything carefully and test a lot. You'd be amazed at how you can demolish a building around your own troops and have them not get a scratch if you plot it right.

Use this technique when you're staging an attack and you don't want your opponent to get out of range before you can launch it. Move your attackers into position and bombard that position on the same turn. Your opponent will think you won't be in range for at least another turn and he'll usually stay in place. It will also discourage him from trying to occupy your staging area on the following turn.

Here's a particularly nasty combination:

Say you have two Grenade Elements in a building. Near the end of one turn, have one Grenadier launch a grenade that will be in Early Flight or Late Flight at EOT, making sure you can still occupy the room safely with one of your Elements. (See the [Plotting End Turn Grenades](#) section for how to test this). Have this grenade detonate right in the middle of the room you occupy. On the next turn, hide one Element in the room and have the other one run out of the building in plain sight and seek cover elsewhere. The grenade should go off right after they leave. (Sending an "Oops" message when you plot this turn also helps.)

When your opponent finishes laughing because you almost blew yourself up and had to run away, he'll assume the building is empty. Keep your Element hidden, and try to draw his attention elsewhere so he doesn't try to occupy the building. You now have a hidden Element in place right under his nose, and just need to wait for a good opportunity to use it.

7.4.15 Covering Your Retreat

When you're attacking from a position and you suspect that you'll be rushed immediately after the attack, here's a way to cover your retreat. Fire the grenades for the attack, then fire one grenade behind you to bounce off a wall and land close to your position. This grenade should be at Early or late Flight at EOT, depending on how soon you expect to be rushed. On the next turn get out of there and the grenade will kill any pursuers.

7.5 Plotting Grenades.

Unless you can put your grenades where you want them, all the tactics in the world will be meaningless. Grenades are the most powerful weapon in your arsenal, but in order to get the most out of them, you must be able to consistently place them exactly *where* you want them and have them explode exactly *when* you want them to. This section tells you how to do that. There is a lot of information here and it may seem overwhelming at first. I suggest you read it through once to get the general idea of what's covered and then play through a game or two using it as a reference. You'll find that a lot of the issues that come up in actual play are handled here and that some of the things that seem "unnecessary" at first will save you a lot of trouble later on.

First let's define a couple of terms:

- A **Launch Square** is the square that your Grenadier is standing in at the time of launch.
- An **Aiming Square** is the square that you plot your firing line to – the aiming endpoint.
- A **Detonation Square** is the square that you want the grenade to explode in. The Aiming Square and the Detonation Square are almost always different.
- A **Grenade Vector** is a single Launch Square and Aiming Square pair which will result in the grenade detonating in one or more Detonation Squares.

Grenades are simple to plot. All you need is the proper Launch Square and Aiming Square combination in order to hit your desired Detonation Square. Well, it *seems* simple. Grenades are unpredictable, and sometimes it seems impossible for you to get them where you want them to go. It pays to be systematic when plotting grenades, because after a little practice, you'll find that even difficult shots can be plotted pretty easily.

A good approach is to work backward from the Detonation Square to find which Launch Squares can hit it, and then use one of those squares as your first "Launch Square candidate". Bear in mind that EVERY square on the map can be hit with the proper combination of Launch and Aiming Squares - and most of them can be hit by multiple

Launch/Aiming square combinations. The trick is to be able to get your Grenadier to one of these Launch Squares in time to hit the Detonation Square.

For ease of discussion, we'll refer each set of Launch Square and Aiming Square pairs as a Grenade Vector. A complete Grenade Vector consists of a specific Launch Square and a specific Aiming Square, which will result in one or more (bad bounces count!) Detonation Squares. The majority of Grenade Vectors are totally consistent - having only one Detonation Square - so after you play a map a few times, you'll know immediately where to place your Grenadier in order to hit each Detonation Square. As you plot your grenades, remember each Grenade Vector you try so as you plot new ones, so you can go back to the previous ones if you don't find any that work better.

Most of the frustration about using grenades boils down to this one point: lack of planning. If you want to hit a particular target and you can't, it's because you aren't in position to hit it, and you aren't in position to hit it because you didn't plan to be there at the right time. That's why you should always move your Grenadiers from Launch Zone to Launch Zone - at the beginning of every turn they should be in position to fire on multiple Kill Zones. You need to plan ahead which Kill Zones you need to cover and position your troops accordingly.

Don't be caught flat-footed! It's better to take a couple of turns to reach a location, then to try to get there in one turn, be surprised by the enemy, unable to shoot, and get wiped out. Think ahead when you're moving your Grenadiers - each Grenadier carries enough firepower to destroy the other side, but they're totally helpless if caught in a bad position. Their moves should be deliberate, well planned, and well covered.

Remember to have a plan. Plan determines position. Position determines capability. Capability determines effectiveness. Effectiveness determines success.

To demonstrate the level of detail that I use when plotting grenades, here's an outline of the steps I go through, roughly in the order that I do them. I've found that if I don't take all these things into consideration, I usually regret it :) Some of these steps don't apply in all circumstances. It may seem like a lot of stuff at first, but after a while you'll be doing most of it automatically.

1. Determine what roles each of your Grenadier's are going to play this turn, develop a rough plan, then start plotting the most risky launches first. That way, you'll know early if the plan is not possible and needs to be changed.
2. Pick a Grenadier to plot.
3. Decide what you're trying to accomplish with the grenade - kill, suppress, remove terrain, etc.
4. Look at your ammo count and make sure you have enough ammo left and that you won't deplete it below what you think you'll need for this Grenadier's role.
5. Decide where you want the grenade to detonate. EXACTLY where you want it, taking into account the blast radius and shrapnel spread.
6. Decide when you want it to detonate or what stage you want it to be in at the end of the turn.
7. Now that you know *where* and *when*, figure out where your Grenadier needs to be at the time of launch and exactly when he has to launch. Take bounces into account.
8. Determine how exposed he will be while launching and decide how you will shield him, suppress his attackers, or otherwise cover his launch. Determine which units are available to support your Grenadier, keeping your overall plan in mind so you don't over commit them.

The Grenadier's Bible

9. Figure out where you want your Grenadier to be after the launch and if it's possible to get him there.
10. If enemy grenades are inbound, determine when and where he needs to be to survive. If the inbound grenades are Seen, do a rough move-launch-move plot and test it to see if it is possible to avoid the grenades while still following your launch plan.
11. Now do a risk assessment. Is what you're trying to accomplish worth the price you might have to pay? Before going any further, make sure the gain is worth the risk. Assume the worst and determine if you can live with it.
12. Now, you're FINALLY down to the mechanics. :) Unfortunately, mechanics are the tedious part. Expect to spend a lot of time here getting things just right and testing them over and over again. Don't skim here! Up to this point, all that you have done is theory. Now is when the rubber meets the road and you determine your success or failure!
13. Grenades are simple to plot. All you need is to find the proper Grenade Vector. Again, a good approach is to work back from the Detonation Square to find which Launch Squares can hit it, and then use one of those squares as your first "Launch Square candidate".
14. Plot your Grenadier to move to the Launch Square. Adjust your plot so that he arrives at the launch square EXACTLY at the time of launch. This is especially important if you're firing exposed.
15. Set the *launch angle*. See the Grenade Plotting Tips section for details. If it's impossible (or just too risky) to hit your Detonation Square, pick a new Launch Square and go back to the previous step.
16. Set the *distance*. If you're overshooting or undershooting your target, but the angle is correct, try to use the tips in the Setting the Distance section to adjust the distance. If you can't hit the Detonation Square, again pick a new Launch Square and start over.
17. If you're firing against windows or low walls, try to adjust the plot so that the Grenade explodes as high in the air as possible. A grenade exploding on the ground in front of a window is almost useless.
18. Test the plot. Are you happy with the end result? If you think you can do better, record your Grenade Vector and try again. If you come up with a few promising Grenade Vectors, test all of them and use the one you're most comfortable with. But remember, it's still not too late to forget about the whole thing and try a different plan.
19. Watch any bad bounces. Sometimes a "bad" bounce is actually useful! Sometimes a single Grenade Vector will give you two or more acceptable "bad" bounces besides the original Detonation Square. Keep that in mind when choosing your final Grenade Vector. Look at the advantages and risks of each one.
20. Determine the risk of the launch itself. If there's a good possibility of a bad bounce, plot your troops to get into the safe positions to avoid getting killed. If you can see the bad bounce(s) during testing, use that to determine if you're reacting well.
21. Before moving on to your next Grenadier, plot your supporting units that are assigned to this Grenadier and test a few times as a the group to make sure they are working together as a whole. Look for holes in your coverage, re-evaluate the risk, and decide if you still think it's a good plan.

22. After you've plotted all your Grenades, retest everything as a whole and watch the sequencing and timing in particular. Make sure you're achieving the effect that you want.
23. The final step is the hardest – and also the most beneficial. Watch you turn and try to imagine how your opponent will see it and what he will think you're doing. At the end of the turn, what information are you presenting him? What is your turn saying to him? And is that the message you want to send?

If you are planning a coordinated sequence between multiple Grenadiers, plot each grenade in sequence, going from Grenadier to Grenadier. This is especially important if you're performing functions like Denial of Access where you want to ripple the blasts through an area.

7.6 Grenade Plotting Tips.

As mentioned previously, in order to fire a grenade, you have to select a Launch Square and a Target Square, in order for the grenade to end up in the Detonation Square. The Target Square is where you put the end of the firing line on the map - it is almost never the actual Detonation Square itself. The combination of the Launch Square and the Target Square is called the Grenade Vector. Begin you plot by moving your Grenadier to the Launch Square and then try different Target Squares until you come up with a Grenade Vector that places the grenade into the desired Detonation Square.

Because of "bad bounces" and the randomness of the grenades themselves, a single Grenade Vector will often result in more than one Detonation Square. You should test each Grenade Vector thoroughly in order to determine as many of the possible Detonations Squares as you can, so that you will get a general idea of the consistency, effectiveness, and risk of each Grenade Vector. Most of the time when you're plotting a grenade, you'll narrow your choices down to two of three Grenade Vectors, and then decide which one works best for the current situation.

When firing a grenade near the beginning of a turn, check if you have enough time to fire two grenades and have both of them explode before the end of the turn. If you do, you can use this time saving trick: Plot two Grenade Vectors and test them. Put the cursor over the endpoint of the most successful Vector, delete both orders, and re-plot the most successful one again (Press u, u, and Right-Click with your cursor over the Target Square of the best Vector). Now try to plot a better second shot, test both again, and keep the better one. In this way, you always "remember" the best one and can try to improve on it. I adjust most of my grenade launches this way.

Be careful of the blue wall corners. They are not square, they're actually rounded and stick out from the wall a bit. Grenade bounces near a corner will bounce randomly and sometimes will be kicked right back at you.

You can significantly extend the range of a grenade by bouncing it off the top of a wall or sandbags. Just plot the grenade to hit the top of the wall and it will skip over it and go almost another 10 squares further than it normally would.

This makes positioning your Grenadier about 5 or 6 squares behind sandbags very desirable. Your grenades will go further, and the incoming grenades will bounce off the sandbags and fail to reach you. I win a lot of grenade duels this way.

7.7 Setting the Grenade Timing:

As part of your strategy, you usually want your grenades to go off at particular times or end the turn in a specific stage. Here are some tips to getting the timing just right:

First figure out when you want the grenade to detonate. Then take roughly four seconds off of that time to get your launch time. Before plotting *anything else*, move your

Grenadier to the general area he will launch from and *roughly* plot the grenade to launch in right direction. See if the grenade detonates when you want it to. If it doesn't, change the movement path of your Grenadier or add or subtract Hold commands until you can get him to launch on time.

It's important to do this first to determine if it's *possible* to launch on time before you waste time plotting a launch you can't do.

A great help to this is when you stage your Grenadier at the end of the turn. Think ahead of where you think you'll need him to launch from and get him as close as possible to there right at the end of the turn. That ensures that you'll have a lot of options when you launch on the next turn. Remember, the less you have to move to get to your launch square, the more grenades you can get in the air and the sooner they'll go off.

7.8 Setting the Grenade Angle:

Here are some tips for setting the grenade angle:

Start with short plot lines and lengthen them as you adjust them. This allows you to make finer and finer adjustments easily.

When I adjust the angle, I plot a slightly longer line over the previous line. If the angle looks right, I keep the cursor on the endpoint, delete both plots and re-plot the new angle again. That's much easier than deleting the old line first, then trying to remember exactly where it was when I plot the new one.

If you can plot two or three launches at once at slightly different angles. This allows you to see the results quicker. After you get an angler you like, plot it two or three times and test it out a few times to see how reliable it is.

For close bounces where small angles make big differences in the final destination, start out with very long plot lines. It will take less times to get the angle right if you can "fine adjust" it from the start.

Use the shadow to determine the grenade's flight path, not the colored line itself. Always check the shadow to see how close it gets to corners and obstructions. That's usually your first indication of trouble.

If you think you'll need to adjust the angle, it's usually a good idea to make a very long plot at the same angle before continuing.

7.9 Setting the Grenade Distance:

Now that you've set the angle, you can try to adjust the distance. Usually you can't affect the distance much, but what you can do is determine where the grenade bounces. This is important because a lot of times a grenade will kick back or deflect off of destroyed walls.

It's good to remember the endpoint of your plot before continuing in case you have to go back to it later on. A trick to doing this is the plot a move command from one of your Grunts right to the endpoint, in effect "marking" the location on the map. I use a move command for this because it's usually obvious that it's a temporary plot and I usually don't forget to erase it later on.

The trick to setting the distance is to change it without changing the *angle*. The trick to this is to use the current angle plot as a guide (that's why you want a long plot) and then find squares whose centers fall directly under the shadow of the plot line. Those squares are roughly at the same angle as the original plot. It's easy to find them by moving your cursor along the plot line and watching as it jumps from square to square. The green dot on the ground in the center of the cursor will be exactly split in half by the shadow when that square is directly under the plot line.

Now try one of the shorter plot lines and see how it affects the distance. There seems to be no logic to this process except the grenadier will try to "hit" the target square that you plot. This usually has the effect of:

1. Making him launch at a high angle for very close target squares.
2. Making a flatter launch angle for distant target squares.
3. Making the grenade go through windows when the window is the target square.
4. Making the grenade bounce over a destroyed wall when the destroyed wall is the target square.
5. Making the grenade skip off the top of a low wall when the low wall is the target square.

You can also ground fire (SHIFT –Right Click) to help set the distance. The Grenade will attempt to hit the ground at that location. If the target is a window, the grenade will attempt to go through the window. The major drawback with firing at the ground is that *only every other square* can be targeted. This is a real pain in the butt that I hope they fix someday.

As mentioned before, skipping a grenade off of the top of a low wall can greatly increase the distance the grenade goes. Just aim at the wall to do that if the wall is closer than about eight squares away.

7.10 Plotting Late-Turn Grenades:

One of the problems of firing grenades late in the turn is that you can't test them fully if their flight time takes them past the ten second mark. Unless it's a really easy shot (Hint: There are none.), it's dangerous to fire them untested. If possible, try to plot the grenade launch earlier in the turn and test it. If you like the results, remember the launch square and the target square and then re-plot them later on in the turn. That way you have the benefit of firing late AND testing the results.

7.11 Special Grenade Patterns:

Sometimes special patterns are used to handle specific situations. Here are a few of them:

7.11.1 The Bullseye:

Drop one grenade right on the head of your enemy. This is precision shooting at it's finest. One shot –one kill. Very psychologically damaging because it shows that you are putting them *exactly* where you want them.

Great to use when the enemy is barraging you. Nothing upsets someone more than launching five grenades at you, missing, and having you kill one of their guys with the only grenade you shoot.

7.11.2 The Spastic Waste of Grenades:

This must be a useful pattern because I see it all the time. ☺

7.11.3 The Wall:

Two or more grenades exploding side-by-side at the same time. Great for Denial of Movement or to simply say "Back off!". The most common grenade pattern is the Wall, not because it's the most useful, but because anyone can do it by standing two Grenadiers side-by-side and launching. Newbies love the wall. So do the people playing against them. ☺

7.11.4 The Rolling Wall:

Just like the Wall, except it's moving forward. Useful for Herding or destroying real estate. This is the newbie "advanced technique" and usually makes them complain that grenades are "too powerful" the first time that they see it. For experienced players, all it does is tell you where their Grenadiers are and gives you a good idea of when they'll be running out of ammo.

7.11.5 The Staggered Burst:

This is dropping grenades on an area so that the explosions occur one right after the other. It's a very effective way to cover an area. Watch your ammo use though, and try to position your detonations so that their shrapnel spread overlaps. Very pretty to watch.

7.11.6 The Walk:

A few grenades dropped in a pattern that "walks" across the map. This is used to anticipate the enemy's movement and hit him during the entire turn.

One of the best uses for the Walk is when you think one of your opponent's units will you. Fire one grenade at his position and the other close to your position – maybe a third on your position.

Depending on how fast you think he will rush, you might want to fire the near grenade first and then on his position second. That way if he rushes in, the first grenade will catch him, if he doesn't, the second one will.

The Walk is a very common self-defense technique.

7.11.7 The Bracket:

The Bracket is used when you think an enemy unit will move but you don't know where. Launch a grenade at each projected destination timed to arrive when he gets there. Usually a Bracket uses two Grenadiers firing at the same time and you can launch up to three Brackets a turn.

Bracketing is very powerful. A lot of times you can predict where the enemy could go and intercept him on the way by a simple process of elimination.

7.11.8 The Ring of Fire:

The Ring of Fire is used when you want to kill a visible enemy unit but you have no idea where he'll move to. Luckily you happen to have a lot of Grenadiers around. ☺ Have them launch there grenades in an ever widening ring around the enemy units so that if he moves, he'll get hit by grenades and if he stays put, the shrapnel will kill him.

This is usually a late game technique because of the extreme ammunition use and the fact that you usually aren't in position to do this unless you can surround the enemy.

7.11.9 The Blow Through:

This is a very common form of the Revealed Attack. The first grenade takes down a wall and the second grenade goes through. I mention this here because it *should* be a common technique, I use it a few times each game. If you're not using it, you missing out on a very powerful and totally safe attack.

7.12 Using Windows.

Windows make great grenade platforms. There are a number of ways to use them and they provide great cover while launching. This section deals with firing from behind windows,

not launching through windows for a distance. Here are a few techniques for using windows:

7.12.1 Normal Launch.

Stand at one of the three squares adjacent to the window and just fire through it. Sometimes it's real picky to get the distance set so that you don't hit the top of the window and shorten the distance greatly. The advantage to this technique is that you can launch at very precise angles. The disadvantage is that it is a little risky because sometimes you'll get a bad bounce. That happens more often when you're not standing directly in front of the window.

Attempting a Normal launch from any square not adjacent to the window is very risky. The further you are from the window, the riskier it is. If you're standing four squares away from the window, plan on it bouncing and plot your move accordingly.

7.12.2 Target The Window:

This is the best way to fire through windows because it's almost totally safe and the grenades travel the longest distance. There are three rows of three squares adjacent to the window. Stand in any one of them and target the window itself (normal fire, not ground fire). The grenade will go sailing through safely and easily.

7.12.3 Shortening the distance:

You can almost half the distance a grenade goes by bouncing it off of the top edge of the window. This is *extremely* useful! Be sure to launch from one of the three squares adjacent to the window – anywhere else is *very* dangerous – not only can the grenade kick back; it has a good chance of hitting you and detonating instantly!

Adjust the length of the plot line until the grenade bounces off of the top of the window. If you fiddle with it, you can vary the range quite a bit because this is a short bounce and the window top actually has width.

7.12.4 Using the Edges

Just like bouncing off of the top of the window, you can bounce it off the sides. This is great for firing Unexposed or firing at angles you can't hit otherwise. The two rows of five squares adjacent are usable for this type of launch. There's a trick to plotting it safely though:

First use the window edge itself as the target square and see if that works for you. If it doesn't, plot the grenade to fire *straight through* the window, then slowly walk the plot back until it just starts to bounce. That's the angle you want to fire at

You can use both the edge and top of the window at the same time, but be prepared to spend some time getting the plot right

7.12.5 Other Uses of Windows:

A lot of times your Spotter can fire through the window at the same time your Grenadier is. They usually can stand next to each other and not get in each other's way. This is great for when you show up unexpectedly somewhere. Your Grunt covers while your Grenadier launches then they both get out of there before the enemy can respond.

Spotters can limit their exposure to enemy fire by standing far away from the window while spotting.

When having a Spotter positioned at a window, the safest way for them to cover an area is to do the "window dance". Have them move along the three squares adjacent to the

window OpFiring at each square. This keeps them moving just enough to be hard to hit, lets them see all angles, and gives them a decent amount of firepower if they need it.

7.13 Using "Virtual" Grenades

Sometimes the treat of a grenade is just as effective as a real grenade. For functions like suppression and disruption a couple real grenades and the threat of further grenades can affect your opponent for the whole turn. If you are firing from an unseen position, there's a good chance your opponent will assume that you will continue to fire during the next turn. If you are firing exposed, having your Grenadier spotted at the end of the turn is a good way to convince your opponent that more grenades are coming – even if you plot your Grenadier to leave at the start of the next turn.

Why would you do this instead of continuing to fire grenades?

1. You may be conserving grenades or low on ammo.
2. You can use your opponent's response to rush troops across an open area.
3. You can shift position or withdraw while the opponent reacts.
4. If he expects grenades and none come, he usually won't expect them the following turn. Hit him.
5. You know it's safe to travel through the impact area and he doesn't. Great for rushes.
6. He usually won't charge your Grenadier's positions if he thinks you're still firing.

7.14 Launching Unexposed

Launching Unexposed is one skill you have to master. Normally you would think only about bouncing grenades around corners as the only way to accomplish this, but here are a few additional techniques for you to use:

7.14.1 Stepping away from a Backstop:

You can use this a lot of times when it appears you have no choice but to Launch Exposed. I find myself doing this technique a *lot*. Suppose there is a Commander standing at perfect grenade range from your Grenadier, and your Grenadier is hiding behind the corner of a building. Your temptation is to step out and fire, but there is a better way. The trick is that you don't have to *hit* the Commander, just land *near* him. "Almost" counts! Position your grenadier behind the square near corner of the building now step back a square or two. Check the line of sight to the Commander by drawing a DirectFire line to him and testing the orders – if your Grenadier fires he can see the Commander – which means the Commander can see *him* – step forward closer to the wall if that happens. You'll find a square where the Commander can't see you, but you're as close to being in sight as possible. Now plot a launch line from there towards the Commander. You'll have to play with the line a bit so it doesn't hit the wall and still lands near the Commander, but after you do it a few times it gets pretty easy to do.

7.14.2 Using Corners:

This technique takes advantage of the fact that building corners cover exactly half of a square. When you stand behind the corner square of a building, your sight is blocked directly ahead, but you can fire *almost* directly ahead. Check your line of sight to the target (see above), and if you can't see it, fire slightly off to the side to hit it. A lot of times there will be a piece of terrain you can bounce your grenade off of to send it back closer to your target.

7.14.3 Using Edges:

If you're less than ten squares away from an edge like a doorframe or the end of a wall, usually you can hit it reliably by using it as your aiming point. If you're standing close to it, you'll hardly lose any velocity when you hit it, so that's a good way to Launch Unexposed. Staging you Grenadiers near doorways gives them a lot of options because they have both sides of the door to bounce shots off of and they can also hide behind both sides to launch directly as described in the above examples.

7.15 Launching Exposed:

In an ideal world, you'd never have to launch Exposed. There are a number of ways to do this "safely", but in this case "safely" means that your Grenadier survives. A lot of time you will lose other units to pay the price of keeping you Grenadier alive. Launching Exposed is risky. Try to avoid it if possible.

A good rule of thumb is that it takes a Grunt two shots to kill a Grenadier. Use that to help determine how safe you are during launch.

There are a number of ways to protect your Grenadier while Launching Exposed. Let's look at each of them in detail:

7.15.1 Drawing Fire:

This is probably the common way to Launch Exposed. Take advantage of the fact that all gun targeting is done by the AI and use the game mechanics to protect yourself. Have your Spotter draw fire away from your Grenadier while he launches. Basically, you Spotter steps out first and is closer than you Grenadier. The Spotter steps out at least three squares, OpFires once, steps a couple more squares and OpFires again. Meanwhile, your Grenadier steps out, launches, and steps back behind cover.

If you want your Grenadier to launch more than once, keep your Spotter moving after the first OpFire and keep him in the open until your Grenadier is safely behind cover again. Some important points are:

1. The Spotter steps out first (to handle OpFire) and moves closer to the enemy before your grenadier steps out (to handle FireAtWill).
2. Your spotter moves at least three squares before stopping to make sure shots are directed away from the Grenadier. If he stops right beside the Grenadier, the Grenadier might be hit by fire directed at the Spotter – especially at long range.
3. The Spotter's OpFire commands are actually useful for killing the enemy. Plot them to the most likely enemy locations.
4. A variation is for the Spotter to step out three squares, OpFire, and come back in. He won't be covering the entire launch that way, but he usually covers enough of it for your Grenadier to be safe.
5. One Spotter can cover two Grenadiers in this manner. Don't risk Spotters if you don't have to.
6. Some players will force fire at the corner if they expect you to launch from there. If you suspect this, wait a couple of seconds before making your move.

You can also keep a Spotter running around in the open for a few turns to cover all your launches. Unless there's enemy Grenadiers in the area, he's pretty hard to kill. He also makes an excellent Spotter while he's doing this – while he lasts. If you're careful, this one Spotter will become a real thorn in the side of your enemy and will be the main focus of his attention. Since your other Spotters are free, use that freedom to move your other Elements into position to act when the opportunity arises.

7.15.2 Using a Meatshield:

This isn't as bad as it sounds. Very rarely does your Spotter get killed because this type of launch is pretty fast. This is also a very aggressive launch and a lot of times your Spotter will get some kills in while your Grenadier launches.

This timing on this is pretty critical, so here it is step-by-step:

1. Your Grenadier steps out from behind cover and starts to launch.
2. As soon as your Grenadier gets to his launch square, your Spotter steps out in front of him and OpFires twice.
3. When your Grenadier has launched, he immediately steps back behind cover.
4. As soon as your Grenadier is safely behind cover, your Spotter also heads to safety.

You'll notice that the Grenadier launches while his Spotter is standing in front of him. You can do this because most launches can be plotted so the grenade goes over the Spotter's head. Test it thoroughly though, because if you accidentally hit the Spotter, there's a good chance they'll both die.

The Grenadier steps out first so that both units will only be exposed for the shortest period of time possible. Any enemy will target the Grenadier first, and then fire by the time the Spotter is in the way. That's why he called a "meatshield" – if someone does fire, he takes the bullet instead of the grenadier.

If you're planning this kind of launch, it's a good idea to stage both of your units behind the corner with the Grenadier standing one square behind the Spotter at the end of the previous turn. That way they can both step out as fast as possible at the start of the next turn.

Having two Elements do this move simultaneously is pretty effective because you'll be hitting the enemy with four bullets and two Grenades at once.

7.15.3 The Revealed Launch:

The Revealed launch is covered in another section, but it one of the more effective ways to Launch Exposed. Basically you destroy a piece of cover and then immediately launch behind it. The protection comes from the fact that the enemy usually doesn't expect you to launch from that position, so his units won't be programmed to fire there quickly (or at all).

7.15.4 Target Overload:

This is useful during the heat of the battle. It's really simple: Everybody steps out at the same time and opens fire. Position your Spotters slightly closer to the enemy so that they get chose as targets by the AI. What your want to do is overwhelm the enemy. It's the classic "You can't kill all of us!" approach.

This is a devastating attack. You'll usually lose one or two units; so make sure that it's worth the price before you try it. This is also a good stalemate breaker – he won't expect you to dump that much firepower on him in suddenly one turn.

A lot of time when I do this I have everyone stay exposed the whole turn and just dump everything they have. If the enemy is concentrated enough in the area, this is usually a game-ending move - for one of you. ☺ So make sure you've weighed it out before hand.

7.15.5 Suppressing the Enemy:

This can be combined with the other ways to launch Exposed (or Unexposed for that matter) in order to make the launches safer. Designate some Elements to support the launch and have them either OpFire or force fire at locations that have a clear line of sight to the

launch square. Snipers are great for this because they can cover the area from afar and they're lethal to most units.

If there's a location like a window that's a particular threat, force fire through it to kill any units that show up there. A Commander or Grunt is good for this because of their rate of fire. Two Snipers staggering their fire can also make a window or doorway a deathtrap to any enemy who tries to stop your launch.

Another way to suppress the enemy is to launch grenades on the previous turn at the areas that can see your launch square. If you time them right they'll detonate just as your Grenadier is stepping out, and any enemy units would have a shot at him will get killed before they can shoot.

7.15.6 Escorted Launch:

This is a good way to hit deep. Have a Spotter escort your Grenadier as he runs into range, launches, and runs back. Your Spotter runs slightly ahead of your Grenadier and on a side closer to the enemy so he'll be seen first. You can put the Spotter on HaltOnSighting if the run isn't too long. Be careful of doing this on long runs though – there's a good chance your Spotter will stop too early and let your grenadier run the rest of the way alone.

You can put your Grenadier on RetreatOnSighting if you really want to be safe, but that means he'll abort the launch if he sees any enemy units at all. Decide if the launch is worth the risk then set it up appropriately.

7.15.7 Projection of Power:

Use a potential threat that you showed on previous turns to help cover your launch. Did your Snipers just pick off a couple of units in the area? Did you just end a huge barrage? Did your Grunts just gun down someone? Just end a Hail Of Fire? If any of these are true, your opponent is probably not going to be sticking his nose out this turn.

The best time to do your "precision" launches is right after hitting the enemy hard. He's usually still reeling from the attack and repositioning his units to cover you effectively. Conversely, the best way to set up a "precision" launch is by putting a ton of lead in the air. This type of preparation especially helps you cash in on previously set up positions like Grenadier Forward or a Revealed Ambush.

Projection of Power creates a psychological opening. It capitalizes on your opponent's natural tendency to panic and get sloppy when things really heat up. Herding, Disruption, and Suppression are other techniques that have also have this effect.

It's also pretty safe to launch at a retreating enemy because very few players are disciplined enough to cover their retreat effectively.

7.15.8 Timing:

Sometimes you can all a bit of safety to your launches just by intelligently choosing the time that you launch. There are a *lot* of variations on this theme, but here are just a few:

1. If a Sniper is covering your location, wait two seconds before stepping out. Unless he stacked his OpFire commands, he won't get a shot off.
2. If there are enemy Grenadiers in the area, launch immediately or during the Magic Window, when no grenades will be exploding.
3. The later in the turn you launch, the safer it usually is. Most units OpFire a couple of times than move somewhere else.

7.15.9 High Noon:

"I'm going to launch, and I don't care if you kill me." Just step out and launch. The term "High Noon" comes from the Western Cowboy movies where the good guy and the bad guy stood facing each other in the middle of the street and started blasting away at each other. Usually the good guy won.

It's a good approach to use if that grenade you launch will really cripple the enemy like:

- Hitting his "hospital".
- Killing a bunker full of guys.
- Killing that wounded Commander before he gets to cover.
- You're so far ahead you don't mind exchanging units to get the game over with faster.

It must be more useful than that, since that seems to be the way most people launch. Maybe I'm missing some of the subtleties... ☺

8 Basic Element Functions

8.1 General

This section describes all the basic Element Functions you'll use over the course of the game. Almost all of them apply specifically to Grenadier Elements, since that's your basic tactical unit. These functions are your basic building blocks. Learn how to use them and refine them over time until you feel comfortable with them.

Using Elements in this way will make your life easier. Each Element can operate as a separate entity, and you'll have a lot of control over your side that you haven't had before. No more blindly running around and haphazardly fighting here and there. Using this approach will turn your Squad into a finely tuned machine and you will be amazed at the ease at which you can control the battlefield.

8.2 Element Survival

Dead Elements aren't very useful. The first thing you should learn about Grenade Elements is how to keep them alive. Elements are very hard to kill if you follow a few simple guidelines. After you learn these, you'll be amazed at how unprotected most players are when they play. It's like being at a buffet!

Grenade Elements consist of a Grenadier and a Grunt. They work together as a team. That's *work* together, not *stand* together. Running them around together is the fastest way to get them both killed. This is the biggest mistake people make when they start to use Elements.

This section talks about how to protect Elements when they are in place, the next section talks about how to protect them when they are moving.

The Grunt and Grenadier are each responsible for protecting each other. When in place, both of them cover the approaches to their position. Usually the Grenadier should be able to hit his Spotter's position. This isn't cruel – it's practical. If the Spotter gets rushed, the Grenadier can bombard his position while the Spotter retreats – usually the Spotter can get away without a scratch because he doesn't have to stop and fight unit after the grenades land.

Both units stand away from each other. Try to make it impossible for a single attacker to hit both of them at the same time. The same applies to grenades – one grenade shouldn't be able to take out your Element.

The Grenadier's Bible

The Spotter is usually positioned forward or to the side of the Grenadier and both of them are *always* positioned against backstops. The Grenadier never exposes himself except to fire, and then only when it's impossible to fire Unexposed. The Spotter will usually step out during the last second of the turn to spot at EOT without being able to be fired upon. During the turn, the Spotter will usually use OpFires to peek out here and there and just gather as much information as he can.

If a Grenadier is positioned near a corner at the start of the turn, and he is not firing during that turn, it is a good idea to have him move to a safer location during the turn, wait there, and move back into his corner position during the last second of the turn. If you're not using him, keep him as safe as possible.

If your units are positioned behind destructible backstops, have them constantly in motion just in case the wall goes down during the turn.

Your units should end their turn in good position to fire or cover each other. Remember, wherever you leave them is where they will start the next turn, and the start of the turn is the only time that you can react to the enemy or plot his destruction.

The best way for Spotters to cover corners is to step out, OpFire, step in, OpFire sideways, and step out again. That will cover the approach to your position and keep you fairly safe. The timing is such that you step back behind cover just long enough that any bullets that were fired while you were exposed have time to fly past you before you step out again. And if you get rushed, that sideways OpFire comes in handy.

Never expose your Spotter for more than a second at a time while Spotting. Don't give the enemy a chance to kill him. If there's a window that he's using, don't expose him too often there – your opponent will just plot force fires through it to get you.

Your opponent shouldn't be able to figure out where your Grenadier is hiding by observing your Spotter. Don't be too consistent in the relative positioning of your units. That being said, I normally have my Grenadier positioned to the side of my Spotter most of the time. It gives him a little more reach that way. But I hardly ever have them share the same backstop – that's just too dangerous.

Look at the terrain around your Element. Some pieces of terrain can make them grenade proof. It's not what you're thinking – big indestructible walls. Actually the most useful terrain for avoiding grenades is single wall sections or single corners. The reason why is that you have time to run around to all sides of the terrain to avoid each individual blast. Try to be close to one of these small pieces of terrain if you can. If you are and you can see the enemy grenades at EOT, you'll be amazed at how many of them you can dodge in one turn.

In fact this feature is so useful, that I usually blast apart buildings before I occupy them for just that reason. It turns a nice square building (a deathtrap) into a little maze of standing wall sections (a defensive heaven). For example, maps like Ruins and Desolation are an Element's paradise. You can flow through them like water and defend yourself easily from any direction. Groups of little standing walls with maybe a couple three-section walls are the best places to position your Elements. You can see everywhere, have many surfaces to bounce grenades from, and they are almost completely grenade-proof.

Learn how to dodge explosions – all you need to do is put something between you and the center of the blast when it goes off. Grenades move slowly enough that they're actually pretty easy to deal with if you're near a small piece of terrain. And there's nothing like the feeling of exchanging barrages and your Squad being virtually untouched while your opponent's is decimated.

If your Element is attacked, survival is the first priority. If you have a choice, sacrifice your Grunt so that your Grenadier can get away.

Conversely, Grunts should try to kill enemy Grenadiers any chance they get. Grenadiers are your number one priority – keep yours and kill theirs.

A great move when rushed is for your Grunt to charge forward past his attackers, position himself against a backstop and then fire back towards his original position. A lot of times you catch your attackers completely by surprise and you'll gun them down from behind.

Don't go into a position until you can see a way out. Retreat should always be an option

Elements don't operate in a vacuum. Always position your Elements so that they can cover each other. That way, when one of them is attacked, the others can respond while that one retreats. It's good to have your Elements spread on as wide a front as possible, with each being able to hit their neighbors' positions. That guarantees that any attack against your front line will be met with a brutal counterattack.

Your neighboring Elements also have a hand in covering the approaches to your position. When an Element moves, the others support it by covering the areas where it could be spotted or attacked from.

Elements don't move around a lot. One or two of them may move every turn, the rest support the move. The idea is to always play defensive, but just creep forward a little bit at a time. You want to maintain a rock solid defense from turn to turn and just slowly squeeze him out of space. If he presses into you, hit him and then back off. Make it too costly for him to fight you.

A big part in Element survival is in how far apart you space your Elements. Be really careful about bunching them up. The ideal spacing is to have your Elements in grenade range of each other so that they can support each other. Getting them too much closer than that doesn't give you a lot of room to maneuver if you get attacked. Having your Elements too close together makes it too easy for the enemy to saturation bomb a section of the map and still have a pretty good chance of hitting something.

If you are using your Elements right, the only thing that your opponent will see is a few Grunts popping out every once in a while here and there. What you will see is most of his army.

8.3 Traveling

Quick Summary:

Purpose:

Moving from point A to point B without dying is an art.

Advantages:

Positional, Offensive, Deceptive

Disadvantages:

You're most vulnerable while moving.

Details:

Back in my rock climbing days, I learned what to do when I was stuck in a real bad position. Instead of panicking, you were supposed to think "Hold three, move one". You kept your best grips with three of your limbs, and only one at a time. Usually you only moved the one that was the least risk and you made sure that your three other limbs would support you during the move. By using this method, you could get past areas that at first seemed impossible.

Moving Elements is exactly like this. The concept of "Hold three, move one" applies. You only move a couple of Elements a turn and the rest of your Elements support you during the

move. Moving everything at once is risky and will usually get you in trouble. Your game should be played like a slow deliberate squeeze, not a mad rush to victory. Make yourself a steady irresistible force by planning each move in detail and supporting it to the point where you almost completely eliminate the risk.

Most players put more thought into shooting than moving. This is exactly the opposite of what they should do. If you think back about times when you were totally wiped out, what were your units doing at the time. In almost all cases they were *moving*, not firing from behind cover. If you put the effort in to properly protect your units while moving, you'll eliminate a *lot* of needless casualties and your game will be stronger as a result.

There are basically only four ways to move your Elements around the map. Each of them has different benefits and risks. Moving is an *Element function* – units almost never move individually. Running units all over the map in a haphazard way and calling them "Elements" does not buy you anything except a false sense of security. You must think in terms of "Elements" when you plan and plot everything in order to get the benefits of the "Element model".

One thing you should do during your plotting phase is "test fire" a number of grenades to see what areas you can hit from your current position and where the gaps in your defenses are. Try moving your Grenadier around and see if there are any better positions you could place him in. If your Element has any big blind spots, see if a neighboring Element can cover them for you. Part of your plan for every turn is to see if you can improve your position slightly at the end of that turn. By testing how strong your position is, and trying some options, you'll have a good idea where you'd like to be positioned for the next turn. Then you can plan *how* to get there- which is what this section is all about.

Let's cover each method of movement in detail:

8.3.1 Bounding:

The *safest* way to move is by Bounding. This is done by first moving your Spotter into position on one turn and then having him cover the area while the Grenadier moves up on the next turn. Use this method whenever possible. Plan it so that your Grenadier can cover your Spotter of the turn he moves up. If the Spotter is attacked, the Grenadier should open fire while the Spotter pulls back.

The Spotter should always move to a backstop. If possible, both units should attempt to get to their destinations unseen. While the Grenadier is moving up, the Spotter should actively spot and try to draw attention to himself – this will focus any attacks on *him*, and give you a good idea how secure the position is before you settle in.

Bounding is the safest way to move around quickly. Only your Spotter is at risk, and usually he can get away if he runs into trouble.

The biggest strength about Bounding is that your Grenadier only moves up when the area is safe, and you start the turn with him deciding that either it's safe to move up or he should launch to engage the enemies that appeared. Bounding is akin to clearing an area. Your Spotter scouts the situation out, and if it's safe you move up. If not, your Element clears it.

While your Spotter is advancing, your Grenadier should be adjusting his position slightly in preparation of either supporting the Spotter or moving up on the next turn. Sometimes he covers the Spotter's move by launching on likely ambush locations or enemy spotting areas. Launching Early and Late Flight grenades on the turn before the Spotter moves you to clear the enemy out of the area is also a good way for the Grenadier to support the Spotter's move.

8.3.2 Streaming:

Bounding too slow for traveling long distances or advancing quickly. To do that takes a different approach called Streaming. Think of Streaming as your units flowing though the terrain like a little stream. Set your Spotter on HaltOnSighting and your Grenadier on RetreatOnSighting. On the same turn, have the Spotter move up first and get into position. Hold the Grenadier back as long as you can and then move him into position so that he arrives there at the end of the turn. If you encounter the enemy, the Grunt will stand and fight and your Grenadier will retreat.

This method works great for advancing through buildings that you think are safe. You'll go through at full speed, but will be in good position if you run into the enemy.

If you're trying to move as fast as possible first stage your Spotter ahead of the Grenadier – just about at grenade range. Then move them up at the same time, still using the HaltOnSighting and RetreatOnSighting settings. Have your Grenadier end up in a position to hit you Spotter at the EOT. This is the fastest way to travel, but it takes one turn to set up and one turn to bring your Grenadier into position after your Spotter reaches your destination.

Safe Streaming depends on being really careful about the paths each of your units follow. Since your Grunt is on HaltOnSighting, have him stick to walls mostly and “step into” openings so that if he stops to fire he'll be in a reasonably good position. Don't just run him straight through rooms – stopping in the middle of an open area is usually fatal. Plot him to Slice the Pie as much as possible so that he will only engage one enemy at a time –avoid plots that will let him expose a few enemy at a time. If he's in good position at the EOT, you have a pretty good chance of keeping him alive the next turn if he ran into trouble.

Your Grenadier takes another approach. Since he's set on HaltOnSighting, when he sees an enemy he'll just retrace his steps until the enemy is out of sight. “Stepping into” the open like you plotted his Spotter will greatly increase his survivability – he'll only have to backtrack one square in order to get out of sight. That way he won't be exposed even long enough for a Grunt to get off a shot at him. Don't have him move straight forward towards an opening – he'll usually get gunned down if he has to backtrack. Have him advance straight forward only against a backstop so that it's unlikely for him to see an enemy until he steps around the backstop later on.

One trick that works really well is to plot you Grenadier to move onto the same squares as your Grunt when the Grunt steps out into a new area – into a doorway or behind a window that opens to a new area. Then if the Grunt sees an enemy and stops to shoot, the Grenadier will wait out of sight in the square behind him. If the Grunt lives until the end of the turn, they will both wait there. If the Grunt gets killed, the Grenadier will step out and then retreat back into cover before the enemy can get off a shot at him.

For that trick to work, you have the plot the Grenadier to go on the exact squares the Grunt is moving through at the choke points. If you just plot the same path and not the individual squares, when the Grunt stops to fire the Grenadier will step around him or seek to find another way to get to his next waypoint. This is a mess when it happens because you have absolutely no control over where the Grenadier will end up.

As I said before, your Elements don't operate in a vacuum. Have other Elements support your move by suppressing and covering the areas that can target your position. That's why you don't usually move more than two or three Elements per turn. In order to move them safely, it needs to be a team effort.

8.3.3 Creeping:

A lot of times Elements will creep forward a bit when spotting – the Spotter takes the nearest backstop just before the EOT. After doing this a couple of times, he then covers

while the Grenadier moves up. This is usually how you “adjust” your position little by little over time.

Creeping is also accomplished sometimes by one of both units making a small dash to a nearby Backstop right near the end of the turn. Usually you know what places around your location are safe, so it's pretty safe to move this way. As a rule of thumb, if it takes less than four seconds to get to a position, you can usually Creep to it. Spend the rest of the time spotting and in other self defense functions.

8.3.4 Posting:

Posting is covered in its own section. It is basically how you move aggressively against an enemy position. It's definitely the most dangerous way to move and requires a high degree of coordination from the rest of your Squad in order to do it safely.

8.3.5 General Hints:

The safest place to move is where you just sent your grenades. Usually the enemy is not interested in sticking around the area and won't be covering the approaches to it.

Get the big picture – moving is a Squad function. Decide what are the most important positions to take on that turn and coordinate your Elements to support it. A lot of times when I move an Element, I'll start the turn with a lot of Early and late Flight grenades in the air, my Snipers will force fire through windows, my supporting Elements will grenade all approaches to the destination, and my Grunts will cover any fire lanes. It's not overkill - it's decisive action.

It's also easier to move up on the side of the map opposite where a lot of action happened the turn before. If you have a big firefight happening on the right, that's a good time to advance the left. Your opponent will usually be focusing on the “battle”, and not the map as a whole.

8.4 Staging

Quick Summary:

Get your Element to a safe area where they can easily defend themselves while waiting to move to better locations.

Purpose:

Preparation for something better. A safe, neutral location where you can react to events as they occur.

Advantages:

Position, Defensive, Offensive.

Disadvantages:

The Staging area itself is not really useful, but it gives you access to useful positions.

Details:

Especially in the early game, a lot of the good positions are either too “hot” to go into, or you just can't get there safely. Pick a “staging” area where you can keep your units until you are in a better situation to move up to one of these better locations.

Staging areas should be hidden and protected. A lot of times you will have other Elements spot for you – especially to see if the enemy is approaching your staging area.

Staged Elements are like an ace up your sleeve. They are ready to take advantage of opportunities that come along. Whenever you don't have great opportunities before you, stage a couple of Elements where you think they'll do the most good.

A lot of your long-range plans will require you to find staging areas so that you can get your Elements into position when you need to. For example, if an enemy Sniper covers a street, stage your Sniper Element near the end of it, and as soon as you remove the Sniper, move them into position. It's the same for taking over an enemy occupied bunker, stage your entry team near the bunker and enter it after your other units have cleared it.

"Staging" is also something you do near the end of every turn when you get your units into position in preparation for the next turn. You want your units in the most flexible position at the start of the turn, so spend the last part of every turn getting them into good position.

8.5 The Importance of Traveling and Staging

I've added this section to stress the importance of Traveling and Staging. Too many players overlook these fundamental tactics. Your movement across the map should be *planned*. It should *never* be haphazard.

The primary purpose is safety. It is easy to win if it is almost impossible to kill your units. The way you travel and where you "rest" your units has a *huge* bearing on how safe you are.

If your concept of moving into a location is just to plot your units to run there, there's a good chance you won't get there. If, however, you decide that the destination is important enough to get to, *and you coordinate your entire Squad to get you there, you will get there* and the enemy can't do anything about it.

I spend over half of my game time just Traveling and Staging. My Elements are not super-aggressive every turn. In fact, I usually fire a *lot less* than my opponent. But my fire is much more effective than his because I spend so much more time in *preparation*.

This is a game about position. Your focus should be on getting the better position first. After that eliminating the enemy is easy.

Don't move unless you need to. When you move, move decisively. Don't ever "chase" the enemy – systematically advance across the map until he has nowhere left to go.

8.6 Slicing the Pie

Quick Summary:

When "clearing" an area with shooters, sidestep around from behind obstacles to reveal enemies and engage them one at a time.

Purpose:

To avoid walking into a situation where you're outnumbered.

Advantages:

Technical – You can use fast firing units that have a chance to outgun the enemies you expect to reveal. *Huge* technical Advantage if you can see the enemy units at the start of the turn.

Numerical – You'll engage the enemy one at a time. With two "Slicers" you can outnumber them.

Disadvantages:

Your Slicer stops when he first sees the enemy, so he can be outnumbered if the enemy is advancing on his position.

Details:

This is a standard SWAT technique the proved very effective in LSN. Have your Grunt sidestep into an unknown area, but keep him as far back from the "corner" he is stepping around as possible. Ten or more squares works well for this. The object is to reveal the unknown area a little bit at a time with each step. With your Grunt set on HaltOnSighting, he'll react to the first enemy that he sees. Use RetreatOnSighting if you just want to scout out an area or spot for some other troops.

This technique is particularly powerful if the enemy you are trying to engage is revealed at the start of the turn. Oh, did I say "powerful"? I meant ruthless. ☺ You can alternate sidestepping and direct firing for the whole move (see the Big Red Line). Your Grunt will *rush* around the corner, and then start shooting and sidestepping when he sees the enemy, and then run off. If the enemy is not there, he'll just rush past the corner and continue on. You can determine whether you want him to sidestep and shoot or just stand and shoot when he sees the enemy. This is one of the easiest ways for Grunts to clear buildings.

Opponents that you do this to will wonder what hit them when their men get gunned down like dogs.

If you can't see the enemy at the start of the turn, you'll need to use stepping and OpFiring, which is not as flexible and effective.

This is also a good technique for Snipers or Commander who can drop an enemy in one shot. Snipers can "clear" large sections of the map this way.

Slicing works backwards too. If you are in a position and the enemy is moving towards you, he will engage the first enemy unit the he sees. Position yourself so that the first unit that he sees is the one you want to engage him with. That's why when you have a Grenade Element staged in a room, you should have your grenadier tucked safely in a corner during most of the turn and only bring him near an opening to prepare for launching right at the end of the turn. Your Grunt should be the first unit the enemy sees upon entering the room.

If you have a Commander available, make him the most easily seen unit. He can drop any unit with one shot and is only in danger from other Commanders in a chance meeting. If the enemy knows you have a Commander in the area, be careful because he may try the clear the area with Grunts, and if he plots the Grunts right, you won't get off a shot.

8.7 Element Support

Quick Summary:

Some Elements have primary roles and others have supporting roles.

Purpose:

Supporting Elements help other Elements do their job quickly and safely.

Advantages:

Positional, Offensive, Defensive.

Disadvantages:

Be careful of over-committing you Elements. If you spread them too thin, they won't be able to protect themselves, never mind help out anyone else.

Details:

When planning your turn, you should be trying to accomplish one or two main goals for that turn. Usually only one Element is tasked for each of those goals. Your other Elements support these Elements to help them accomplish their goals. Trying to do too much during

a turn makes you lose your focus and adds ore risk to each thing that you're trying to accomplish.

Usually adjacent Elements support each other because of their close proximity.

Whenever you give an Element a task, figure out what help it needs to do that task, and then determine if you have Elements in place to provide that help. If you don't have the support you need, it's better to either do something else instead, or to wait a turn until you can get your Support Elements in place.

Most of the tactics in this section outline what types of support are useful to help them succeed. Use that as a guide for determining how possible a tactic is to do. Some tactics – like Posting – are very dangerous to do without proper support. The basic concept is to focus the resources of your entire Squad on a couple of key tasks every turn. By doing that you almost guarantee success.

Sniper Elements are almost always Support Elements. They are most useful in that role because they can hit from unseen positions all the way across the map. Setting up a Sniper in the proper position to support a move like a Bounding Advance might take a couple of turns, but having coverage on a move like that is indispensable.

Position your Snipers ahead of time to cover your main lines of advance. That way it'll be safer when you're moving and also having Snipers spot for you from the rear can make it so that your lead Elements don't have to expose themselves as much.

When holding a line, Support Elements are usually positioned behind the main Elements. They cover both of the front Element flanks and they can hit their position in case the front Element has to retreat.

8.8 Posting

Quick Summary:

With a lot of support, you place units against and enemy-held Backstop.

Purpose:

To assault enemy held positions.

Advantages:

Positional, Offensive, Deceptive, Projection of Power.

Disadvantages:

Risky if not supported properly.

It's almost impossible to retreat your troops if things go bad.

Details:

The enemy is dug in a bunker. You rush a Grenadier Element right up against the outside wall of the bunker. On the next turn, they can clear out the bunker for you. Great plan. But, how do you do it safely?

The key is focused firepower and coordination. The other sections cover some of the techniques in detail, but here's a "safety checklist" of all the things you can do to make this move happen.

1. Use terrain as much as possible.
2. Move your units up into position at the last possible second.
3. Don't let anyone have a clear shot at your advancing units.

4. Cover window openings and doorways with your Spotters, Commanders, and Snipers.
5. Launch grenades at all possible firing positions covering your approach.
6. Draw fire with Spotters just as if you were Launching Exposed.
7. Use a Hail of Fire, Suppression, and Disruption on the turn before for preparation.
8. Lead with your Spotter so he acts as a meatshield for your Grenadier on the way in.
9. Distract attention away to the other side of the map on the turn before. Expose some juicy bait.
10. You can do this as a two-turn Bound. Send your Spotter up first, and have him cover the windows while your grenadier moves up on the next turn.

This is one of the most aggressive moves you'll do in the course of the game. The key to its success is in having your Squad act as a team. With enough preparation and staging units in the proper locations, you can make it almost impossible for the enemy to hit you on the way in. This is one of those attacks that you must plan two or three turns ahead to make sure everyone is in position.

The flip side is that this type of attack is devastating to the enemy, both physically and psychologically. He will usually lose units in the attack, and the fact that you can press forward so forcefully and he can't do a thing about it is totally demoralizing.

This is one time where you'll be tempted to rush. Especially when he's in a position to hit hard and you don't think he'll be there by the time you get set up. Don't fall for this temptation! It's a mistake! What's the worst thing that can happen if he's moved out by the time you get there? He will have to retreat to another location, and *sooner or later he'll run out of room!*

If you rush, you could lose control and throw the game away. It's just not worth the risk.

8.9 Grenadier Forward

Quick Summary:

A very deceptive and powerful position - your unseen Grenadier is positioned well forward of your visible troops against a Backstop. He can attack deep into the enemy

Purpose:

To hit the enemy hard, deep, and unexpectedly. This is a brutal setup.

Advantages:

Positional, Deceptive, Offensive, Defensive, Projection of Power, Psychological.

Disadvantages:

Your Grenadier is in a dangerous position. Make sure nobody sees him moving up and cover the approaches to his position.

Details:

Stage one of your Grenadiers against a Backstop well forward of your *visible* front line. Do everything you can to keep him from being detected. This can be done on the turn immediately before you use him or you can position him ahead of time in preparation for using him later.

The Grenadier in this position can hit the enemy deeper than he expects and can usually launch three grenades before the enemy can respond.

The Grenadier's Bible

Use your other troops to draw the enemy into the Killing Zone of your Grenadier Forward. The easiest way to do this is to have your other Grenadiers fire a couple of times from their positions. The enemy will "range" you based on their positions and won't realize that you are actually much closer than you really are.

Use Grenadier Forward to take out tempting targets like Commander and Snipers by posting you Grenadier during the "firefight" with your Spotters. You're opponent will be tempted to stay in place and win the "firefight" and he'll be a sitting duck for your grenades.

There are some defensive advantages for this position too. If things go bad, just make a big show of retreating your other troops, Side Spot for him, and nail the enemy as they advance past his position.

Since the Grenadier is at risk, I usually use near empty or wounded Grenadiers for this attack. If I have another Grenade Element nearby, I'll usually have them target the Grenadier Forward position in case it gets overrun.

You can sometimes do quick one-turn Grenadier Forward assaults on a position by running you Grenadier up and launching on the same turn. This type of surprise attack works well against Snipers or other slow firing units because they tend to stay in place the whole turn and it's easy for you to distract them with Spotters so you Grenadier can fire safely.

When doing this type of attack, sometimes I'll have a Spotter escort him in. Keep the escort slightly closer and at an angle so he gets seen first so your Grenadier can advance and get off a shot unmolested.

If you can, have direct fire units covering the approaches to the Grenadier's position. Have the grenadier unload and retreat if he ever gets discovered.

Snipers work particularly well with the Grenadier Forward position – they can spot and cover for him from an unseen location across the map. If the Grenadier gets discovered, the Sniper can usually drop him before the enemy unit can kill him.

If *any* of your other units gets discovered near or ahead of the Grenadier Forward's position, consider his position compromised and don't expect the enemy to come too close. The power of this position is in the unexpected reach of your Grenadier – he's valuable as long as the enemy doesn't suspect that he's there.

One thing that works in your favor is that players automatically assume the Grenadiers are positioned behind you forward troops "for protection". They usually range your grenades based on that, so having a Grenadier even slightly ahead of your Spotter can sometimes take them off guard. Whenever possible, put your Grenadiers in a slightly forward position any time your Element gets into position.

That's why I am also a big fan of positioning my Spotters to the side and slightly away from my Grenadier's location. Many times my enemy will position themselves right in my Kill Zone without realizing it until it's too late – and I don't have to do anything "risky" in order for that to happen.

Since this is such a fundamental technique, a lot of the other techniques described in this manual have advice for using them with Grenadier Forward. Side Spotting and Announcing Your Presence are very useful companions to this technique.

Playing a Grenadier Forward against the outer wall of a building or a bunker is particularly powerful. You can clear most of it through the windows without the enemy being able to fire back at you. If the enemy doesn't know you're there, just wait until he occupies the windows and fire diagonally into them.

After the Grenadier Forward fires, have other grenadiers drop grenades on his position while he retreats to engage any pursuers.

8.10 The Plunge Attack

Quick Summary:

Run a Spotter right past one end of the enemy position to reveal his forces and spot for an assault.

Purpose:

Breaking stalemates where both sides are dug in. Setting up a flank advance.

Advantages:

Informational, Positional, Offensive

Psychological: This is always an unexpected move, and your opponent won't know how to deal with it.

This is a very powerful technique and very easy to execute.

Disadvantages:

Your Spotter usually dies. If he gets gunned down too early, you've wasted him for nothing.

Details:

This is a great way to break a stalemate, expose the enemy, and sometimes set up a hidden flank advance. Basically it involves picking one unit and running him as far across the open as you can near one of your enemy's flanks. Usually he'll run straight to a backstop or diagonally away from the center of the enemy's position. The idea is for him to expose as much of the enemy troops as possible and go as deep behind their lines as you can with your "Plunger". He will usually die the next turn if he lives that long.

Before and during the turn you are doing the Plunge, move your units into position to hit the enemy HARD. Get your Grenadiers up close and position your Commander behind a wall he can break through maybe teamed with Grenadiers. You're going to get a great snapshot of the enemy's position from the plunge and you want to exploit it before the enemy has time to react. It's important not to do a Plunge when there is a lot of action going on, save it for when both sides are pretty stagnant. This move is the perfect stalemate breaker. Don't fire on the turn that your Plunger is running, that will cause your enemy to shift his troops and defeat what you're trying to do. You want to surprise him with your lone runner coming *down one of his flanks*. Do not plunge into the center of the enemy! You won't see anything valuable, and your opponent will interpret it as a charge on his position and will dig in - exactly the opposite thing that you want him to do.

Your Plunger will draw a ton of fire on the next turn. That will do two things for you. It will keep a lot of the enemy from covering your positions, and it will glue them in place. That's why you hit them hard the turn after you do the Plunge Attack - you're less exposed to fire and you have the exact locations of the enemy. Give your Plunger a good target he can kill and make an attempt to keep him alive for a while. Sometimes he can take a Grenadier or Medic with him. If he survives that turn, keep moving him to the rear of the enemy where he can function as a rear area spotter and a distraction.

The Plunge Attack is part of your pacing strategy. Use it when things slow down and the enemy gets comfortable. Spend time beforehand getting your units into good position to exploit the Plunge. Having a good offensive position like Grenadier Forward is invaluable when all those fat targets instantly appear!

If your Plunger does not spot any enemy units, you can use his new position as an advanced flank and bring up some more units while he is covering and spotting for you. In this way, a "failed" Plunge Attack seamlessly transitions into Side Spotting

8.11 Side Spotting

Quick Summary:

Your Element spots for neighboring Elements so they don't have to expose themselves. Can occur naturally via positioning or you have to force it.

Purpose:

To increase your awareness of enemy positioning. Strengthens Offensive and defensive posture.

Advantages:

Informational, Positional, Offensive, Defensive

Deceptive – Helps hide Elements you are spotting for.

Technical – More units exposed at EOT for more programming options.

Disadvantages:

Side Spotters are usually spotted themselves, so be careful about assaults.

Details:

8.11.1 Side Spotting Concepts

Side Spotting is a simple yet powerful technique that your Elements can perform. It involves getting a spotter far enough forward of your lines that he can see behind some of the buildings and walls to the left or right of him. This allows him to spot for other Elements to see troops that they cannot see who are positioned directly ahead of them. The big advantage to this is that the Side Spotter is assisting the other Element by spotting for them so that they don't have to expose themselves to spot. With Side Spotting, it is entirely possible for the assisted Element to remain hidden until it works itself into a firing position.

The unit who is Side Spotting should not draw attention to himself or attempt to spot directly forward. Unless you're Side Spotting with an out-of-range Sniper, assume that your Side Spotter's position is known and will be attacked if possible. If the Side Spotting Element has a Grenadier, position him to defend a rush from the front and try to keep him hidden. Sometimes it's wise to just keep him back so that he can target the Side Spotter's position in case he's overrun. Side Spotters make great bait!

Side Spotters are usually blind to the front, so beware of them getting rushed. Assigning a couple of units to cover the approaches to a Side Spotter's position will keep your Side Spotter on the move and ready to pull back as needed will go a long way towards keeping him alive. If a Side Spotter gets into position and sees no enemies, sometimes it's possible to transition his position into an advanced flank. Have your Side Spotter OpFire across your lines while you move more units up into position and shift some of your line troops to help cover the Side Spotter's flanks. You can use this same method to turn a Plunge attack into a developed flank. Both times you're taking advantage of getting an undetected advanced position. Side Spotting is easy to perform from the flanks, but don't discount Side-Spotting from the center.

On some maps, you can position your Side Spotters permanently because they have a good place to dig in. The fact that they don't have to expose themselves to the front means they can usually perform their function in relative safety. A lot of times though, a Side Spotting position is attained at the end of a turn, and you retreat your spotters back at the start of the following turn - you keep them there just long enough to get a glimpse of the enemy formation and to plot your attack with the other element. Even a brief run up/run back during the turn can function as an effective Side Spot because you will briefly expose the enemy positions during the turn and the enemy has no way to react to this "quick peek".

Grenadiers in Grenadier Forward can function as Side Spotters, but realize that if they do, they compromise their Grenadier Forward role and the immediately become fat targets.

8.11.2 Passive and Active Side Spotting:

Passive Side Spotting refers to the natural ability of your Elements to Side Spot for each other across their front. Active Side Spotting is when you intentionally move an Element into a forward position in order for it to Side Spot. Do as much Passive Side Spotting as possible before resorting to Active Side Spotting. It is better to have your units perform Passive Side Spotting as part of their other functions instead of dedicating some for just that purpose. Carefully weigh the advantages you'll gain by a dedicated Side Spotter against the price you'll pay for not having them available for other purposes. Just keep in mind that sometimes having a dedicated Side Spotter gives you a HUGE advantage in just information alone.

Active Side Spotting looks like an advance to the enemy, which makes it great for setting up ambushes. Since units you are spotting for don't have to spot for themselves, they can remain hidden if there are no good targets currently in range. If the enemy tries to shift towards the Side Spotter's position, that hidden Element might be able to hit them as they come into range. It's possible for the enemy to "flank himself" in this manner while he is reacting to the Side Spotters. Keep this in mind as you plan your Side Spotter's position, and see if you can exploit this natural tendency.

Passive Side Spotting allows neighboring units to check each other's fronts so that none of them have to expose themselves to the front. The sign of a good position is that it contains a web of Side Spotting and normal spotting so that none of the units can be approached undetected and very the enemy can detect very few of your units. The goal is superior information, since you can't react to what you can't see.

When retreating, try to keep a unit or two forward to act as Side Spotters or flankers. You can set up a brutal counterattack this way - especially if you've managed to tuck a Grenadier somewhere out of sight while the enemy goes past.

8.12 Cross Spotting

Quick Summary:

Position your Elements so that they can Side Spot for each other. This should be done automatically as much as you can.

Purpose:

Allows a unit to observe ahead of themselves without exposing themselves to fire.

Advantages:

Informational, Positional, Offensive, Defensive

Technical – More units exposed at EOT for more programming options.

Disadvantages:

The Spotters for each Element are usually spotted themselves, so the enemy will know the general location of your troops.

Details:

This is a very close relative to Side Spotting, and most of those details apply. The main difference is that this is done naturally through you positioning yourself along a wide front. It should be the natural way for you to spot the areas directly ahead of your Elements because usually your Spotters will be out of the effective range of the enemy units that they spot.

Use your Spotters to actively spot for adjacent Elements. Expose as many units as possible for EOT to gain the associated Technical Advantages. You can set your Spotters safely against backstops and do all your spotting this way on most maps. One of the most powerful features of this is that you Elements rarely have to spot directly ahead, but they can "see" units behind terrain that they couldn't see by exposing themselves.

8.13 Revealed Attacks

Quick Summary:

Drop a wall in an unexpected location and then fire through it as a surprise attack.

Purpose:

Ambushes of all types.

Advantages:

Positional, Offensive, Projection of Power, Deceptive.

Psychological: Once you opponent sees this a couple of times, every wall becomes a threat.

Technical: You will almost always catch enemy units flatfooted and not programmed to respond to the attack.

Disadvantages:

Expect a welcoming committee if you're too obvious in setting this up.

The enemy will usually counter on the next turn so have an escape route planned.

Details:

This is the poster child for the surprise attack. When it is done right, you will kill everything in the kill zone without taking any casualties yourself.

Use Commanders, Snipers, or Grenadiers to take down the wall for the attack. If you're using Commanders or Snipers, refer to the Coordinating Units section for setting up this type of attack.

If your Grenadiers are taking down the wall, test repeatedly to see what wall sections will come down and position your attackers to take advantage of the most likely gaps in the wall. You can have your units move "into" the wall and then OpFire in order to "activate" them when the wall comes down.

Both the "Unit Coordination" and "Big Red Line" techniques can be used to activate you ambushing units when the wall goes down.

Long sections of walls adjacent to windows make great locations for these attacks because usually the enemy will be OpFiring at the windows and not covering the walls right next to it. Encourage this by having a Spotter dance the window on the turn before the ambush.

As an added safety measure, have your Spotters briefly reveal themselves just before the wall comes down so that any units covering the wall will target them instead of the revealed ambushers. If you don't know exactly when the wall will come down (Commanders or Snipers firing), do this at each time the wall could possibly come down. That way your ambushing units will shoot before the defenders can acquire them as targets.

When shooting down a wall for Grenadiers to fire through, try to set it up so that the Grenadier can fire unexposed by either bouncing grenades off the edge of the opening or off an adjacent wall. With planning, you can usually set up the attack so that your attackers aren't even seen at all.

If the enemy units are exposed, use direct fire to engage them – it'll be faster than their OpFire so you'll get a shot off first. If possible have your Spotters target the faster units with their dancing OpFires while they distract the enemy. With luck the fastest shooters will be dead when the ambush is sprung.

Your Spotters should always dance to trigger any HaltOnSighting commands the enemy has active. This will lock the enemy into place during the attack and cancel their faster OpFire commands in place of using the slower FireAtWill commands.

If you're ambushing from behind, *don't* trigger their HaltOnSighting! If they're OpFiring away from your ambush, you'll be able to gun them down without them even seeing you. They won't even see the wall come down. All your opponent will see is his men die for no reason. I've had opponents tell me that a "bug" just caused his units to die for no reason, and then they wouldn't believe me when I told them that it was an ambush.

Make sure you drop the wall during the turn of the ambush, not on the turn before. Dropping the wall on the turn before gives your opponent the opportunity to prepare for the ambush and set up an ambush of his own.

When using a grenade to take down the wall, you can actually launch it the turn before and still surprise the enemy is the grenade is Unseen during the rest of that turn. Plus a grenade in flight brings down walls more consistently during the test phase because the flight path has already been determined. You can more accurately predict which walls will come down this way.

Sometimes the enemy will do the work for you. During a grenade barrage, a lot of times the enemy will fire Early and Late Flight grenades that will take down walls reliably. Use them to set up your own ambush. One of the easiest things to do is to have one Grenadier launch so that his grenade passes through the wall immediately after it comes down. I kill a *lot* of Grenadiers this way – they *never* expect an attack to come from the area they just shot at. This happens a lot more often than you'd think. Most players are too busy *avoiding* the enemy barrage to use the enemy barrage. Your spotters and Commanders can use this same trick to gun down enemy Grenadiers. Don't ignore this free gift!

This works with trees too – either individual ones, or large sections of the woods being cleared by a grenade. Only Commanders or Snipers can usually take advantage of this type of Revealed Attack because they can stand far enough away from the explosion and still be in effective range of the enemy units. Commanders and Snipers are good at taking out individual trees.

9 Advanced Element Functions

9.1 General

These techniques are a bit harder to do than the basic techniques. Many times they depend on conditions you don't control, or they take a finer sense of the ebb and flow of battle. When done right, these techniques will net you large gains, so they're worth the effort you put into learning them.

9.2 The Push and Fade

Quick Summary:

Hit your enemy hard and then disappear on the next turn.

Purpose:

To throw your opponent off balance, and to avoid his counterattack.

Advantages:

Positional, Psychological, Defensive, Informational.

Disadvantages:

Sometimes it's better to exploit the opening than to back off.

Be careful about losing track of your opponent.

Details:

Why would you ever want to back off right after a successful attack? Here are a number of reasons:

1. The enemy expects you to press the attack.
2. During the attack a lot of your units are exposed. That is dangerous because your opponent knows where to hit you.
3. The enemy will be grouping to counter attack right after your attack. You don't want to run into that.
4. Pressing the attack will stress your ammo and health levels.
5. By backing off, you disengage from the enemy. Now *he* has to find *you* – which is always good.
6. If you press the attack, you'll very quickly get out of range of your supporting Elements. Once you're strung out like that it's very easy to be flanked and ambushed.
7. If you caused a lot of casualties and then backed off, your opponent will be worried about the next attack. This works against him over time because he'll put undue pressure on himself and will usually do something rash to "catch up".
8. Your opponent will defend that area expecting a quick follow-up attack. Use the time to stage yourself somewhere else on the map. That attack will usually take him of guard.
9. The most depressing thing to do is get hit again and again, losing a point or two each time and never being able to counter attack. It's like sinking slowly into a deep hole that you can never climb out of. Try to pace your battle like that and you opponent will become totally ineffective.

As you can see, backing off gives you a number of advantages. You don't do it every time, but weigh the advantages each time you attack. A lot of times backing off is the safer and smarter thing to do.

The Push and Fade is especially important in the early stages of the game before the front lines are established. Breaking contact after the first volleys are exchanged and digging in are good ways get control of the situation and stopping the game from devolving into a shooting fest.

One of the best uses for the Push and Fade is to alternately Push and Fade one each side of the map. It causes you opponent to divide his attention on two fronts and *you* are controlling the pacing. While you're pushing on one side of the map, stage you attack on the other side. This gives you a chance to fully focus your efforts in both areas – center Elements can alternate support to each side. For some reason, opponents don't seem to catch on to this type of attack. I've had games where I've done five or six attacks in a row like this and each attack caught them unprepared. It's one of the easiest ways to march across a map.

9.3 Drawing

Quick Summary:

Create an opportunity that draws your opponent into an ambush.

Purpose:

To ruthlessly destroy the enemy (Sorry, couldn't resist ☺).

Advantages:

Positional, Offensive, Psychological.

Disadvantages:

Sometimes he doesn't fall for it.

Sometimes he *does* fall for it and he kills you.

Details:

Drawing is the art of creating an opening that leads your opponent into a trap. The idea is to present a tempting target or opportunity in order to draw your opponent into a Kill Zone. Usually the trap is in place before the opponent is drawn into it.

Some ways to draw your opponent in are:

1. Retreat with heavily wounded units in plain sight.
2. "Accidentally" move a Grenadier into the open right in front of the enemy.
3. Retreat right after taking casualties. This one works particularly well.
4. Fake a bad bounce and then run away from it.
5. Leave an apparent hole in your line.
6. Digging in at a bunker and waiting for the enemy to assault it.
7. Move your Snipers out of a Lane of Fire they used to control and ambush the enemy as he tries to occupy it.
8. Engage the enemy so he sets up in the path of a Revealed Attack.
9. Convince your enemy that your Grenadiers are reloading.

Usually all that you need to do is draw the enemy in just a little closer than he currently is. A lot of times setting up a "fair fight" will cause the enemy to engage you. Watch how your opponent is playing and see if he has any natural tendencies like rushing, flanking, or bombarding and give him the opportunity to do that. Anything that he does that's predictable can be used against him.

The thing to remember about Drawing is that a lot of times you can't force this technique, but often you'll find yourself in a position to take advantage of a situation that develops. Be aware of these opportunities. They tend to occur more often when the enemy has the advantage because he wants to press the attack and get careless.

If your opponent comes out ahead after the first exchange of the game, that's usually the best time to set up Draw. He'll usually try to exploit his lead before you can recover. Backing off your lead units will usually lead him right into your supporting Elements. I've "turned around" many games this way, you can hit your opponent hard while he's totally unprepared for it.

Setting up a Grenadier Forward and then backing off of his position will usually draw the enemy right into him.

For some reason Commanders attack other Commanders, so when your opponent knows a Commander is operating in an area he'll usually send his Commander there. This can be used you set up his Commander with Snipers and Grenadiers.

9.4 Counter-Battery Fire

Quick Summary:

Use Grunt rushes or Grenade attacks to kill enemy Grenadiers

Purpose:

To kill enemy Grenadiers.

Advantages:

Numerical, Psychological

Bad points:

Grenade duels are risky.

Details:

Grenadiers are your highest priority targets. Whenever you locate them, try to destroy them. See the section on Grenadier Duels for some tips on destroying Grenadiers. Besides those tips, you can also use some of the following techniques.

Use Snipers to kill Grenadiers. Many players keep their Grenadiers out in the open to fire. Sniper can drop them easily without being seen. This is the preferred way to kill Grenadiers. Try to have Sniper support for your lead Elements for just this reason.

Have your Spotter follow and kill the Grenadier. Use the Follow command or the Big Red Line to have your Spotter engage the Grenadier. This is an "at all costs" move; kill the Grenadier even if you'll lose your Spotter to do it. Your enemy can't control the map without Grenadiers.

Tease the grenadier into wasting ammo trying to kill you. This is actually pretty easy to do since most players are grenade-happy and just love to launch grenades that have no chance of killing anything. An empty Grenadier is almost as good as a dead one. Have your Spotters OpFire while the grenadier is launching.

Counter Battery Fire is very effective if you keep your cool and really watch your timing. Almost any units can easily kill a Grenadier – even while the Grenadier is laying down a barrage. Since most players fire more than one Grenade at a time, usually the Grenadier is standing still for five seconds at a time, making him an easy target.

Remove the cover in front of the Grenadier with grenades, Snipers, or Commanders.

Commanders make excellent Grenadier hunters because they can kill them in one shot and it takes at least two grenades to kill them.

9.5 Element Feeding

Quick Summary:

One Element causes the enemy to enter the Kill Zone of another Element

Purpose:

Setting up ambushes.

Advantages:

Positional, Projection of Power, Offensive.

Disadvantages:

No matter how clever you are, sometimes the enemy just doesn't do what you want him to.

Details:

There are a number of ways to accomplish this. The key is that your ambushing Element should be completely hidden – Side Spot for him so he doesn't have to expose himself. Here are a few suggestions to set up Element Feeding:

1. Shift one of your Elements laterally away from your opponent. When he shifts to compensate he'll come into range of the ambush.
2. Set up a Grenadier Forward then establish your front line so that the enemy has to enter his Kill Zone to assault your line.
3. Get in a grenade duel with the enemy to get them in killing range of your Commander.
4. Run your Snipers down one edge of the map and set them up on a Fire Lane that's parallel you your front line. Start a battle in the middle of the map to cause your opponent to stage his units right in your line of fire.
5. "Bound" two Elements across the map until contact. The unengaged Element flanks the enemy.
6. Blow the front off of a small building and position and Element in it. When the rest of your Elements meet the enemy, retreat them back past the building and hit them from behind.
7. Barrage a building while your other Elements cover the exits.
8. Expose a Grenadier to cause your opponent to retreat into the Kill Zone of a hidden Grenadier.

Many times Element Feeding is subtler than the techniques described here. You Elements shift their positions slightly in battle to cause the enemy to enter other Elements Kill Zones. Herding, Suppression, and Disruption also play a part in this because they will cause the enemy to shift his position. Since your Grenadiers are usually concealed, the enemy never knows where the safe areas are.

9.6 Fogging

Quick Summary:

When your opponent attacks, do everything possible to avoid casualties and disengage.

Purpose:

Frustrate your opponent by not letting him hurt you.

Advantages:

Psychological, Defensive, Informational.

Disadvantages:

Let s your opponent gain ground sometimes.

Not the easiest thing to do.

Sometimes it's better to risk a counterattack.

Details:

When your opponent attacks one of your Elements, get out of sight and try to avoid taking casualties. Still spot when you can, and let him see any undamaged units briefly. This is especially effective during grenade attacks, while are pretty easy to avoid if you're spotting well and he's firing Early or Late Flight grenades.

This technique is called "Fogging" because it's just like throwing rocks into the fog. You don't see where they land or how close they are to the target –in fact, you're not even sure if the target is out there. It's a very frustrating experience and after a while you'll lose interest in throwing any more rocks.

Now imagine how that works in the game. You attack and get... nothing. You attack again, and it seems like the enemy wasn't even there. Either you get frustrated and get sloppy, or you start to think that your opponent is "too good" and you'll never beat him. Both of those states of mind are good ones for your opponent to be in.

You can't Fog all the time. It's pretty tricky to do it right. But sometimes when you find yourself in a building and you see a lot of grenades coming your way, plot your way around them and then show yourself. Nothing depresses someone as much as doing an attack perfectly and having absolutely no effect on his or her opponent.

Fogging can be used as part of a Push and Fade. They're pretty closely related. Sending the message the you can hit them but they can't hit you is very powerful, and if you do it a couple of times your opponent will start to believe it.

10 Team Functions

10.1 General

Sometimes you need more firepower than a Element can provide. These functions take advantage of the increased power and spotting ability of a Team. Teams are usually used to control large sections of the map or focus their firepower on a heavily defended area.

10.2 Area Control

Quick Summary:

Use a team to either capture or defend an area of the map.

Purpose:

When you need a strong assault or defensive position.

Advantages:

Offensive, Defensive, Projection of Power.

Disadvantages:

Be careful of staying in one place too long.

Sometimes the enemy will avoid your location and you'll tie up your troops for nothing.

Details:

Normally a Grenadier Team or a Commander/Grenadier Team are used for area control.

For the Grenadier Team, the Grenadiers are positioned depending on the expected threat. There are three standard formations that are used.

Side by Side: If a barrage is expected, the Grenadiers are parallel to each other with their Spotters in the lead. This setup can hit a wide front and places the grenadiers in good position for Counter Battery operations.

Defense in Depth: If a rush or assault is expected, one Grenadier Element is positioned in front of the other one with a slight diagonal spacing. This setup is good for resisting rushes because the rear Element can cover the lead Element's position. This is the standard "neutral" configuration, and also the safest.

Grenadier Forward: Both Grenadiers are forward of their Spotters and hidden behind a backstop. This position is used to cover a deep area in front of their position. Use this setup if there is a large distance between your front and the nearest cover. The Spotters are usually positioned to the left and right of the Grenadiers, and if the position is overrun, they will cover the Grenadiers as they retreat.

Use a Team in this manner to control an area of the map while your other Elements maneuver for position. There is enough firepower in a team like this to repel practically any attack. Don't be shy about improving your position or having other Elements (especially Snipers) support them.

Set up a Team like this when you *must hold* a position. A Grenadier team is useful for holding an area with clear terrain surrounding it. If you want to control the inside of a building, use a Commander/Grenadier Team instead.

The Commander/Grenadier Team is usually positioned with the Commander Element in the lead and the Grenade Element set up behind them. Try to set up the Commander as a ComMedic to make him immune to Grunt rushes.

The trick to defending a building in this way is to have the ComMedic covering the entrance from *inside* the building, out of sight from the outside of the building. He should see the front door from the side, so if the door is blown open he won't be in view.

A variation on this type of defense is to position the Commander/Grenadier Team behind the building with the ComMedic covering the exit. Sometimes blowing a hole in the wall in the back of the building makes a good place to position your ComMedic since the enemy won't see the hole (or the ComMedic) until he's in danger. Since most players "stack up" on the exit of a building before moving to the outside, this is a good location for an ambush.

In all of these setups, the Grenadier should be able to hit the ComMedic's position so that you can pull him back right after contact is made.

10.3 Protected Travel

Quick Summary:

Your Elements travel side by side for mutual protection.

Purpose:

For traveling faster and safer through an area.

Advantages:

Positional, Defensive.

Disadvantages:

Travel is always risky.

You can walk into a nasty ambush if the enemy observes your approach.

Details:

You can travel safely through an area by having both Elements Stream through the area together. The advantage of this is the increased protection offered by the two Grenadiers. See the description on Streaming for details on how this is done.

If the Spotters run into the enemy, they will stop and engage them. On the next turn both Grenadiers can launch while the Spotters either clean up or retreat. This is also a good method for moving to contact.

Anytime you need to move a couple of Elements around the map, see if you can Team them up and travel this way. It's fast and they can dish out a lot of damage if they run into the enemy.

10.4 Building Clearing

Quick Summary:

Teams have a lot of firepower to clear buildings.

Purpose:

To safely clear buildings.

Advantages:

Offensive. Projection of Power

Disadvantages:

Building clearing is always risky.

Details:

Usually one Element will post against the Building while the other Elements covers the openings. After the posted Element dumps grenades inside, both Spotters enter the building from different sides while their Grenadiers cover them.

On large buildings, the Elements then Stream or Bound through the building until it is cleared. Try to have your Grenadiers make most of the kills while your Spotters fall back and protect them when the enemy is sighted.

Commander/Grenadier Teams are useful for clearing buildings too. The setup is the same, except that the Grenadier stays outside the building while the ComMedic enters the building and *enters the rooms from "behind" by blowing through the walls*. The Spotter enters the rooms at the same time as the ComMedic, only he uses the doorways, so he and the ComMedic flank anyone in the rooms. The Grenadier supports his Spotter and should position himself to hit the rooms around the Spotter.

ComMedics are not that useful for clearing bunkers, use Grenade Teams for that instead.

10.5 Hail of Fire

Quick Summary:

Dump a lot of ammo down a Fire lane or into an enemy position.

Purpose:

To kill the enemy or get him to evacuate an area. To distract him.

Advantages:

Projection of Power, Positional

Disadvantages:

He's going to know *exactly* where you are.

You'll burn up a lot of ammo.

Details:

Have your Grunts and Commanders force fire down a Fire Lane. Grunts and Commander can fire farther than they can see, so if you set this up right they're actually firing from hidden positions. It's a good idea to have a Sniper using OpFire to hit any enemy units that expose themselves or try to advance on your position.

This is a good technique for making an enemy clear out of a staging area – make the area too hot for him to stay in. It's also good for killing the enemy at a distance from sheer volume of fire.

This type of attack is usually unexpected. Positioning a Grenade Element ahead of your position before opening fire will put you in a good configuration to ambush any units that rush your position.

This technique is more effective firing laterally from the flanks than straight ahead at the enemy. Most players expect attacks from the front and are dug in against them.

Hail of Fire is also a good technique to draw your opponent's attention away from something else you're doing somewhere else on the map. Usually your opponent will send his units heading for cover, keeping them from spotting the area efficiently.

10.6 Singing Lullabies

Quick Summary:

Do what your opponent expects you to do.

Purpose:

Lulling your opponent into a false sense of security. Great for hiding real attacks.

Advantages:

Deceptive, Psychological.

Disadvantages:

Ties up a units and burn a lot of ammo.

The "Singers" are heavily involved in the ploy and might miss other opportunities.

Details:

10.6.1 General Concept:

Singing Lullabies means telling your opponent exactly what he wants to hear. It is used to cover something unexpected that you are doing or to lull him into a false sense of security. It is purely a deceptive technique, and it has it's value in the fact that your opponent will react to the Lullaby instead of the real threat.

Other techniques like Keeping An Area Hot, Feeding Other Units, and Drawing are also variations of Singing Lullabies, but they affect the area around individual Elements, not larger areas of the map. Here's some examples of Singing Lullabies:

When setting up this technique, ask yourself two questions:

1. What does my opponent expect me to do?
2. Is giving the impression of his expectation helpful to me?

Sometimes the answers to these questions can really open up some possibilities you didn't think of before.

10.6.2 Example 1, The Fake Attack:

You were pushing a Team down the right side of the map and ran into stiff opposition. The enemy outnumbers you and is dug in really well – a frontal assault is useless. As you review your options, you notice that there is an unseen approach that will put you in flanking position and within kill range. Unfortunately it will take you two turns to get one of your Elements into position – three turns before you can strike. You need to keep the enemy in place and also make sure he doesn't notice your Element moving into position.

Now ask yourself the two questions:

1. What does my opponent expect me to do? *Probably try to attack or disengage.*
2. Is giving the impression of his expectation helpful to me? *If he thinks I'm attacking, it'll help hide my flanking maneuver.*

Note that there are usually two or more reasonable answers to question number one. You've got to evaluate each one separately and determine if any of his expectations are useful to you.

So you decide to sing him some Lullabies until you wake him up with your flank attack. Plot your Team to attack his position – but don't put yourself at risk. Throw a lot of grenades, shoot a lot, and run from cover to cover. Make it appear that you're determined to crush him, you just don't know how to do it. Intentionally throw some wild grenades around – it's always good to let your opponent know how incompetent you are – and who knows, *some of those "wild grenades" might actually Improve the Terrain around staging area for your flank attack.* ☺

It's also a good idea to hit the flank staging area itself. That does two things for you, keeps him out of there and gives him the impression you're not going there. This is especially useful the turn before your flank Element shows up – put an EOT detonation right in their staging area and he'll never expect that you be there on the next turn.

11 General Gaming Tips:

11.1 Managing Multiple Games Without Going Crazy:

When you start a new game, create a new directory to save your turns in. I always name it after the person I'm playing, and if it League or not, and include any special notes in the name. Then when each turn comes in, I know what type of game I'm playing when I save it. For example: "Fangorn LEAGUE - Third try at killing his MTs on Forest".

I always track whether the player is a newbie or not so I don't ruthlessly smash newbies so they never play again

You can change the directory name during play to keep "notes" on the game, like if it's a newbie that just asked for playing tips you could change the name to something like "Adam2 NEWBIE - Wants help".

I keep an empty Notepad file named "GameText.txt" in the root directory where I keep my game directories. Whenever I start a new game, I put a copy of this file into that game's directory.

When I'm ready to play a turn, I read the email, and highlight the player's message and copy it into the Clipboard. Then I download the turn into the proper directory. I open the "GameText.txt" file and paste the player's message into it, and minimize notepad. Then I play the turn. When I ready to send the turn back to the server, I pop up my notepad again and re-read what the other player wrote to me so that I can reply to it. Before I started doing this, I had a really hard time keeping the conversation threads going.

11.2 Handy Little Tips:

Trees are planted on a grid, in nice uniform rows. Units can see and fire horizontally and vertically because of this and *you can fire grenades through woods* this way. Most players aren't aware of this, so make them learn the hard way. ☺

It's a good idea to have your units arrive at their final positions within the last second of the turn. That way, there is less chance for them to be spotted, and if their new position is visible to the enemy there is not enough time for them to be fired upon.

When crossing open areas like streets where you think you'll be shot at, try to cross in a straight line to minimize the amount of time you're exposed to fire. If you can't cross in a straight line, here's a trick. Let's say half of your move is diagonal and the rest is straight. Plot the diagonal first, then the straight run next. Here's why. As soon as you're exposed the enemy will start aiming at you, and they will wait their reaction time before firing. By initially crossing diagonally, you are moving across their field of fire before slowly *before* they shoot. Then you start moving faster across their field of fire when they finally shoot so they have less of a chance of hitting you.

If two or more units are crossing at the same time, have them cross together with the least valuable unit nearer to the enemy. This does two things: Guards your most valuable unit, and also minimizes the chances of them getting hit. I've lost too many units crossing streets one after the other. The first one would usually make it across, but the following ones would run into the hail of bullets that was fired at the first.

11.3 Getting the most out of Messaging:

Well, nobody said you *couldn't* use messages to gain an advantage over your opponent. ☺ I always chat, tell jokes, and complement my opponent, etc. during the game. I think that's neat and sometimes the banter back and forth is really funny. And it's fun to do and add something to the game. And all this sets the stage for you to send a couple of zingers every now and then. ☺

(Note: I'm sharing these at the risk of sounding like a totally ruthless jerk. Maybe I am. ☺ I've done each of these at least once, but most of the time I tell my opponent what I did later on.)

Some good zingers:

- Saying "Whoa! Impressive!" when your opponent didn't do anything special.
- Saying "Oops" when you first sight someone – directly in the center of your Kill Zone. I get a lot of mileage out of this one.
- "I was wondering when you'd figure that out." Is always a good random phrase to use.
- A good way to intimidate someone is to say something like "Wow, we got to this phase early. And I like your variation of it. I hadn't thought of that."
- Saying "You can't hide forever, Luke" when *you're* avoiding *him* usually stops his searching cold and makes him regroup. Buys time.
- A good phrase: "Yeah, I used to play those on this map, but I got sick of losing."
- Asking "Are you the one who tried this last time." is a great way to cause uncertainty.
- Telling your opponent you're going to stall until the end of the game is good even when you *really are* going to stall. ☺

- Asking how a simple feature works will almost sometimes make people back off when they're ahead.
- Always emphasize how "tense" the game is when nothing is going on. Conversely, when everything is hitting the fan, mention that the "game seems to be heating up a bit".
- Admit it when you've been bagged. It's just the right thing to do.

12 Programming Tips:

12.1 General Tips:

The "Test Orders" results are not entirely accurate. Codo refers to this as "the fog of war" - no plan survives contact with the enemy. "Test Orders" is very useful though, essential actually. After a while you'll figure out which things are accurately reflected and which ones aren't. For instance, meticulously timing your grunts to zigzag down a hall in front of a grenadier while he's launching grenades past their ears is just asking for trouble. I've gotten pretty good at it, but it takes a lot of patience and testing. (A good thing to play around with when you're bored while playing a newbie. ☺)

The easiest way to check the Line-of Sight for a unit is to issue a bunch of fire commands in an arc and see which shots get off when you test the orders - a unit won't fire at a target he can't see.

For plotting Opportunity Fire, I always test if the angle is right by giving the unit a fire order in the direction I want the to watch. If it works well, I put my cursor in the same position, delete the fire order and place the Op Fire order. That way I'm sure the unit can see where I want him to look.

When plotting grenades, test the results a lot of times. Then test some more, And don't bunch up your guys. ☺

Always plot your grenades first, before plotting any other units. Then plot and test your other units, keeping an eye on where the grenades are going. By doing it this way you actually test the grenade plots a lot more than you would if you just tested them individually. *One bad bounce* should demand immediate attention, because if it happens in the test phase, it will almost always happen during the real turn.

Op Fire takes different times depending if a target is seen and what angle it is seen from in relation to the plotted line. So be very careful when you coordinate moves that involve Op Fire. The plot will show the slowest move if no enemies are in sight and the fastest if they are. Take that into account.

The *very last thing* you should do *ever turn* before sending your orders to the server is to zoom in close and repeatedly press the [TAB] key to cycle through all your units and ensure that they all have orders. Make this a habit and you'll never suffer the agony of watching a unit just stand there and get gunned down because you forgot to give him any orders. The easiest way to tell if they have orders is to look at the time estimate and ensure that it's at least 9.2 seconds.

If a unit ends a turn with no orders, it has 360-degree vision instead of just seeing in front of it. Sometimes it's worth to put a unit on Fire at Will and have him stand still for a second at the end of his turn so that you can see everything around him.

If you want a unit to be in a certain position at a certain time, plot his move first and look at how long it takes, then undo the plot and add enough "holds" to bring the time up to the desired one, and re-plot the move. For example, if I wanted a Grunt to be in position at the end of the turn, I'd plot his move and discover that it takes him 6.8 seconds to travel there, now I undo the plot, enter 4 Hold commands, and re-plot the move. Now he will arrive there

at 9.8 seconds – perfect because he'll stop for .2 seconds: fast enough that nobody can get a bead on him, but because he's stopped at the end of the turn, he'll have a 360 degree field of view.

Related to that, you can make tiny adjustments in the time it takes to move somewhere by changing the movement path slightly. Just adding a couple of straight or diagonal steps can make you arrive exactly when you want to. I usually have my units end their moves at 9.4 to 9.8 seconds if they're going to be exposed at the end of the turn.

12.2 The Magic Window:

No grenades will ever explode between 4 and 6.5 seconds into a turn. That is because the grenades launched last turn will explode before four seconds and it takes two and a half seconds to launch grenades on the current turn (and they have a four second fuse time). So you have a two and a half second window when you are *totally safe from grenades*! Use this to time your advances into risky areas.

This is also a very great time to launch grenades against other Grenadiers. It's one of the easiest ways to win grenade barrages – step out and launch at around 3.5 seconds and your grenade will go off right at the end of the turn, and there's very little chance of you getting hit. The only grenades that could hit you then are the ones launched during the last half second of the previous turn. And if you're a half-competent spotter, you'll see them launch so they should be very easy to avoid.

The first grenades usually go off just after 6.5 seconds and the next volley usually goes off at around nine seconds. Try to keep under cover at those times.

12.3 Coordinating Units:

One of the hardest things to do is coordinating units so they act as one. Using a Commander to blow a hole through a wall and having a Grenadier lob grenades through seems to be easy, but unless it's done right, it can be a disaster. I've lost a lot of units trying that. The problem is that you don't know exactly when the wall will collapse, so you have to guess when to toss the grenades. If the wall doesn't go down soon enough, your grenades will bounce back in your face. Here's a totally safe way to do this:

Remember, your units will not walk through each other. Use that feature to time the grenade launch. Get your Commander and Grenadier in position at the wall at the end of the turn – they should both be standing next to each other. When plotting the breakthrough, first plot the Commander to Fire multiple times at the wall (Shift-Fire) and then step away and cover the new opening. Now plot the Grenadier to first move *into the space* the Commander is standing on, and *then* toss his grenades. Now the Grenadier will wait until the Commander opens the wall before launching his grenades. No more surprising yourself instead of surprising the enemy!

By using this technique, you can chain multiple actions together to do some pretty complicated stuff. Sequences like blowing through a wall, tossing grenades through, and then sending the grunts in while you cover them are actually quite easy to plot.

A variation of this technique is slightly faster than moving the Grenadier onto the Commander's space. Have both units against the wall and have the Commander fire diagonally to take out the wall section in front of the Grenadier. Now plot the Grenadier to move onto the (soon to be gone) wall section and fire. It's faster, but sometimes you don't want to expose your Grenadier that much.

12.4 HaltOnSighting:

The HaltOnSighting mode is great for moving through buildings or clearing rooms. Your unit can only see ahead of himself, so you have to take that into account when you plot his

path. It is much faster to check out an area this way than to use OpFire commands – but it is a bit riskier. You can minimize the risk somewhat by moving to the entrance of a room and OpFiring into it instead of just walking in. That way if there is an enemy there, at least you'll stop near cover and not in the middle of the room – you'll have more options on the next turn on how to proceed.

HaltOnSighting is also good for placing Spotters behind windows where they have a clear line of sight to the enemy. Just run your spotter behind some windows and have him OpFire out each one. He'll stop at the first one where he sees an enemy and he'll stay there for the rest of the turn.

This works well for positioning Snipers too. I usually have my Snipers move with HaltOnSighting on where they're pretty far from the enemy. They'll stop and fire at any enemies that they see. This is also good as your bringing them forward, except that you should step your Sniper out of sight after 7.5 seconds have passed because after that he doesn't have time to shoot and you don't want him just standing in the open. Remember to step him back out within the last second so he can spot for you.

12.5 OpFire:

Remember when you're timing a step out/OpFire/step back move to calculate the entire exposure time when you determine how long he will be exposed for OpFire purposes. If your unit takes one second to OpFire, that is not his complete exposure time - you have to add half of the time it took him to step out and half the time it took him to step back in order to have a good idea what his exposure time really is. So if it took him .3 Seconds to move a square, he will be exposed 1.3 seconds - plenty of time for a one second fire-time unit to get a shot off. You can also use this to calculate exposure time when a unit is dashing from cover to cover. If you know the fire time of the enemy unit, you'll know if he can get a shot off or not.

Since most people plot OpFires from the start of the turn when they're covering an area, sometimes it's wise to wait a second or two after the start of the turn before stepping out into the open. A lot of times you'll catch the enemy unit as he's moving or already targeted on another unit.

Any time you want to check what area your OpFire is covering, plot a couple direct fire lines and test the plot. If the bullet hits anything, your line of sight is blocked and your unit can't see the target area. This is a good way to check a unit's field of view when their standing near a window because sometimes the angles can be deceiving.

12.6 Putting it All Together:

Combining the different fire commands can be very useful, because it gives you a lot more control over your units and makes them act "smarter". This section discusses some of the ways you can do this.

Lately I've been using OpFire combined with HaltOnSighting and FireAtWill when moving units from position to position. That makes them target specific areas, but stand and fire if someone unexpected pops up.

Since HaltOnSighting cancels the OpFire commands, as soon as an enemy is sighted, they will stop in place and defend themselves with a 360-degree field of fire. Not quick firing, but it's better than being surprised and not getting any shots off at.

If you can see a unit at the beginning of the turn, using a combination of DirectFire and HaltOnSighting commands is a good way to win a firefight. Use the Direct Fire commands to shoot at the enemy as you move around and the HaltOnSighting mode to stop and engage the enemies that pop up unexpectedly.

12.7 Using the Big Red Line:

(From this discussion, you'll understand why it's vital to spot as many enemy units as possible at EOT. That opens up a ton of tactical possibilities just by using this one command alone!)

The red "fire at visible unit" line is so powerful that it requires it's own section. The fire at unit command can give you a very significant advantage if you learn to use it correctly. Big deal, you're saying, it just tells your unit to fire at a target you can see. Let's look closer at what it does:

When you tell a unit to fire at another enemy unit, it will fire *if the unit is currently visible* at the time the order is processed. There are some very important attributes of this command:

1. There is no aiming time delay for direct fire – it's instantaneous.
2. If the enemy is not *currently* visible, the command is *aborted* and the next command is processed.
3. If the enemy is *dead*, the command is *aborted* and the next command is processed.
4. It takes *no time* to determine if the unit is currently visible or dead and abort the command.
5. The "currently in sight" calculation is 360 degrees!
6. You can target *any* unit visible during the plotting phase, not just ones the firing unit can see.

Think about it. At any time during your move, your unit can decide instantly to fire on a unit if it sees it. If the unit is visible, the shot is *instant*, if it's not visible, there is *no time cost* – you *don't even have to stop moving to check for it*.

An unlimited number of direct fire commands can be stacked up, and they have no effect on your unit unless the target is in sight at the time the command is executed. Use them anytime you want to have a choice for a free shot at someone.

Here are a few examples of the techniques you can do:

The quick peek: I have a Grunt hiding in a building. Another unit spots a Sniper in a neighboring building. (Note: the Grunt itself doesn't have to actually see the target.) There is a window that the Grunt could shoot out of to hit the Sniper. I also want to move the Grunt to another place on the map as soon as possible. Plot the following commands:

1. Move the Grunt to the window.
2. Two shots at the Sniper.
3. Move on to the next location.

Now during the turn, one of two things will happen when the Grunt reaches the window:

1. If the Sniper is visible: The Grunt will stop, get off two quick shots, and continue moving *before the Sniper has time to react*.
2. If the Sniper is not visible: The Grunt will run past the window *without stopping*.

Either way, the Grunt responds as fast as possible, and makes his decision instantly.

Prioritizing Sniper targets: Assume that you have a Sniper positioned to hit a Commander who is wounded. There are also a number of other targets around. You want to make sure the Commander is dead before shooting at other targets. Plot the following shots:

1. Four shots at the Commander.

2. One OpFire.
3. Four shots at the Commander.
4. One OpFire.
5. Four shots at the Commander.
6. One OpFire.
7. Four shots at the Commander.
8. One OpFire.

Now here's what will happen:

If the Commander stays visible during the entire turn, the Sniper will shoot at him until he's dead, then look for other targets.

If the Commander disappears for the entire turn, the Sniper will look for other targets for the whole turn.

If the Commander disappears at the start of the turn, then reappears later in the turn, the Sniper will look for other targets, then shoot at the Commander as soon as he appears until he is dead, then look for other targets.

If the sniper pops in and out of sight during the turn, the Sniper will shoot at him while he's visible, and look for other targets while he's not visible (or he's dead).

You also can use multiple targets as priorities. Suppose you see a Commander and a Medic and you want to kill both of them, but want to kill the Commander first. Use this plot:

1. Four shots at the Commander.
2. Four shots at the Medic.
3. One OpFire.
4. Four shots at the Commander.
5. Four shots at the Medic.
6. One OpFire.
7. Four shots at the Commander.
8. Four shots at the Medic.
9. One OpFire.
10. Four shots at the Commander.
11. Four shots at the Medic.
12. One OpFire.

This will work identically to the first plot, except that the Commander will always be shot at if he is visible and alive, then the Medic will, then any other targets will be engaged.

If you care only about killing the Commander and Medic and then moving somewhere else, plot this:

1. Four shots at the Commander.
2. Four shots at the Medic.
3. Four shots at the Commander.
4. Four shots at the Medic.

5. Four shots at the Commander.
6. Four shots at the Medic.
7. Four shots at the Commander.
8. Four shots at the Medic.
9. Move to new location.
10. Other commands....

As soon as the Commander and Medic go out of sight- or they're both dead, your Sniper will move to a new location. If the Commander disappears at the start of the turn and then comes back, you'll shoot at the Medic until he leaves or dies, shoot at the Commander until he's gone, then move away.

Firing while being chased: Your Grunt came face-to-face with another Grunt at the end of the turn. You can step around a corner before the other Grunt can shoot, but you're not sure whether he'll follow you. Plot the following:

1. Move your Grunt out of sight.
2. Ten shots at Grunt.
3. Move one square.
4. Nine shots at Grunt.
5. Move one square.
6. Eight shots at Grunt.
7. Continue plotting one square moves and multiple shots until you've moved your maximum.

Now, if the other Grunt follows you, you will stop and gun him down. If he doesn't follow you, you will just run to a new location.

Another option is that you could make your Grunt alternately move and fire by only plotting one direct fire at a time like this:

1. Move your Grunt out of sight.
2. One shot at Grunt.
3. Move one square.
4. One shot at Grunt.
5. Move one square.
6. One shots at Grunt.
7. Continue plotting one square moves and single shots until you've moved your maximum.

If multiple opponents are following you, you can plot to gun down the weaker one first, and work up to the stronger ones by using these plots:

This plot stands and shoots units all targets are dead.

1. Move your Grunt out of sight.
2. Ten shots at Grunt A.
3. Ten shots at Grunt B.
4. Move one square.

The Grenadier's Bible

5. Nine shots at Grunt A.
6. Nine shots at Grunt B.
7. Continue plotting one square moves and multiple shots at each enemy until you've moved your maximum.

This plot steps, shoots at each target, then steps again.

1. Move your Grunt out of sight.
2. One shot at Grunt A.
3. One shot at Grunt B.
4. Move one square.
5. One shot at Grunt A.
6. One shot at Grunt B.
7. Continue plotting one square moves and single shots at each enemy until you've moved your maximum.

A variation of this can be used to cause your Grunt to sidestep and fire as long as he has a target, then to move somewhere else.

Killing a Grenadier: Your Grunt is facing a Grenadier and you don't know if the grenadier will stand and fight or run for it. You know you can get off three shots and still have time to get to cover if the grenadier launches at you. If the Grenadier makes a run for it, he can duck behind cover immediately but you think you can chase him down and shoot him before he gets away. But which will he do – shoot or run? You don't have to know the answer. You can handle both situations. Make your plot like this.

1. Three shots at the Grenadier.
2. Plot to rush his cover (out of the blast radius) so you can see behind it, then.
3. Plot many shots at the Grenadier.
4. Take one step.
5. Continue plotting many shots and taking steps until you've traveled as far as you can behind the cover.

Now one of two things will happen:

If the Grenadier stands and shoots, your Grunt will try to gun him down, then rush him, follow him behind cover, and try to finish him off.

If the Grenadier runs first, your Grunt will rush him and try to gun him down if he can catch him.

Other considerations:

Since this type of plotting makes the time estimate counter useless, before you plot the actual orders, try a test plot to see how far you'll move in ten seconds, then use that to determine how far to plot your move.

Terrain targeting commands acts almost the same way - they abort if the terrain is destroyed at the time the command is executed. The *big* difference though is that the unit will fire at the terrain as long as it is not destroyed – he doesn't need a clear line of sight to it. It's possible for multiple units to attempt to bring down a door or wall together to ensure that it gets destroyed. They'll stop firing as soon as the terrain is destroyed and process their other commands.

Note that if you target a door, it is considered "destroyed" when it opens and becomes "undestroyed" when it closes again. This can get you in trouble if you're not aware of it.

As you can see, using direct fire is very powerful, and gives you a huge advantage over opponents who don't know how to use it.

13 Rules of Thumb:

A Grenadier *always* gives his position away when he fires. That can work for and against you. Always assume your Grenadiers are spotted when they fire and act accordingly.

When stepping out behind cover to OpFire into an unexplored area, it's best to step out three squares before plotting the OpFire. Grunts will have already fired by that time and will be lining up their second shot – which should reach you *after* you've started moving again. Commanders will fire just at the time you start to move after the OpFire. It is always better to continue on instead of turning back when you step out this far so that you don't run into shots that were fired behind you.

It usually takes two turns after you stop bombarding an area for your opponent to start using that area again. When firing "blind", I've had great success when hitting a location for a couple of turns, waiting two turns, and then hitting it again.

If the enemy doesn't charge your position on the turn after a successful barrage, he usually won't. He believes that if he does not hit you right away, you'll be too prepared and his attack is suicide.

Any barrage will last for no more than three turns. It's simple math: each grenadier carries eight grenades and will usually fire two per turn. After three turns, they will have only two grenades left. Nobody wants to waste their last two grenades by firing them blind, so they'll wait for some real targets to show up.

Related to the two above points, if you want to charge a barraging position, do it immediately or after three turns.

Grunts become more useful towards the end of the game and Grenadiers become less useful. I'd rather end the game with only Grunts instead of only Grenadiers, although having an equal number of each is ideal.

If you are ahead on points and hide for four turns, your opponent will be convinced that you are stalling. He will try to find you, and instead of moving in a tight formation, he'll usually spread out to locate you fast. (In his mind he has nothing to lose, because unless he finds you and scores some points, he's lost anyways.) This is a great opportunity to crush him. Use your three or four turns of hiding to reload, heal, and get into position for a decisive ambush. Send one unit to a good location to be spotted and to attract the enemy past your ambush position. As soon as your decoy is spotted, run him away and the enemy will be convinced that he's found your "hiding place". He'll gather and set up to attack it. That's when you hit him. Dump everything you've got because you'll usually be launching from behind him and he'll be in no position to retaliate. Besides, you got into this position because you were ahead on points, remember?

14 Individual Unit Tactics:

14.1 General Tactics:

For a dancing Grunt: step out, OpFire, step back, *wait one second* and step out again. You wait the second so that you don't step directly into the path of bullets that were fired at you the last time you stepped out.

Learn the quirks of the game and use them. Like the fact that a unit will automatically target the closest enemy during OpFire and FireAtWill - like the dancing Grunts instead of the Grenadiers standing behind them...

A great thing that works against newbies is to run one guy diagonally across the open, wait about two seconds, and have everyone else step out and fire. All of his units will be targeting the runner (and usually missing) and your other units will get a shot off before the enemy can react.

This doesn't work as well against seasoned players because they will specifically target the places that you will step out from instead of letting their units go for the bait.

OpFire is very powerful. Normally I alternate sidestepping with OpFire commands so that my units are hard to hit. They'll fire about half as fast, but live a lot longer. Even when covering a door, I move my guy around between OpFire commands - no sense making him a sitting duck.

If you tell your unit to Stop On Sighting and not Fire At Will you are giving him a special command - Stand Still and Die.

If you give a unit a Hold command as they walk by a window, they will scan 360 degrees and then continue on without firing. Another way is to plot the unit to move straight at the window so that he faces out as he enters the square adjacent to the window - it's a bit faster but you only see what's in front of you. These are both good ways to recon an area without drawing attention to yourself instead of using OpFire commands to "peek" out the window.

Always move diagonally to the enemy when you advance or retreat. It's slower, but your guys have a better chance of getting there.

Standing in doorways to restrict movement and bounce grenades works great in close quarters.

14.2 Springing StopOnSighting:

This is so useful that it deserves its own section. If an enemy unit has StopOnSighting set, it will stop whatever it is doing the first time it sees a unit that wasn't spotted at the beginning of the turn and will do nothing for the rest of the turn except fire at available targets. It like hitting a big "Off" button!

If enemy units are advancing on your position, just briefly showing an *unexposed* unit will stop them dead in their tracks for the rest of the turn - waiting for the grenades to land. ☺

Anytime you suspect that a unit has StopOnSighting set, try to trigger it. This is especially useful when setting up ambushes. The ability to freeze the enemy in place is great. Having a Sniper covering the area is a good way to drop a few enemy units quickly.

Once a unit has stopped and is using FireAtWill, he is firing the slowest way possible, so it's pretty easy for other units to pick him apart.

An additional benefit is that after your opponent gets burned like this once or twice, he'll hesitate to use HaltOnSighting at all, and that will limit his options even further. Using OpFire to move through an area is very slow, also making him a good target for grenades.

14.3 Grunts:

With grunts you have to take advantage of their fast rate of fire - that's their real strength. They're great at ducking in and out behind cover and wearing down the enemy. They rule going toe-to-toe with any other unit - as long as they have cover to work from.

Grunts are great for hunting down Grenadiers and Snipers.

14.4 Grenadiers:

Empty Grenadiers are useful as spotters while they travel back to reload. They also make fat tempting targets if you can't reload them - use them to draw fire while your loaded ones move into position. Expose them and it's amazing how much fire they draw! Everyone wants a piece of them.

If someone is hunting me down and I'm running low on spotters, sometimes I'll put a Grenadier in a tiny little room and put him on OpFire and FireAtWill. It basically turns him into a landmine. ☺

Another approach is to put two or more Grenadiers in separate buildings – out of site of each other but in each other's Kill Zones. If one of your Grenadiers is found, the other one(s) will saturate his position on the next turn, killing any attackers. This tactic is useful in the end game if you're ahead on points or if you're being hunted down by Commanders or other higher point value units. The idea is to trade your Grenadiers up in points and limit his ability to hunt.

14.4.1 Grenadier Duels:

Two Grenadiers end up facing each other. What do you do? Here are some rules of thumb for winning Grenadier duels:

A Grenadier can fire one grenade and still have time to avoid the enemy's grenade before it goes off. If you're both standing in the open, fire once and run for cover. If the enemy fires more than once he's dead.

If you're behind a window, you can fire two shots and still have time to run for cover. His first grenade will take down the wall in front of you, but will seldom damage you. The second one will go in the room you are in. Sometimes firing two grenades and then plotting to run *through the front wall* of the building is an unexpected and smart move. If the wall goes down you will be in front of the building while his second grenade rolls harmlessly past you. If it doesn't take the wall down (maybe he decided not to fire) you won't leave the room.

Conversely, if you are firing at a Grenadier behind a window, it will take two Grenades to kill him – the first to take down the wall and the second to go in the room.

If you just want your Grenadier to survive, one option is to charge the enemy Grenadier and position yourself against the nearest backstop. This is more aggressive than just running away, and if you can bring other units up for support, you're now in a better position.

14.5 Commanders:

The only thing a group of Commanders needs to fear are Grenadiers. Every other unit needs clear line of sight to fire and the Commanders can eat them alive pretty quickly.

One of the tactics Commanders can use is to anticipate where an enemy unit will pop out from behind cover and just continuously fire at that spot - one hit will kill most units.

The Commander's greatest usefulness is their ability to break down walls. For this reason, I take a Commander on every map (except Bunker). This "instant doorway" feature is critical because you can increase your mobility dramatically – and mobility is the Marines strongest asset. The main uses of this feature are:

- **Building entry:** Entering a building from a door-less side can take your enemy by surprise. If they're watching the doors, you can get in unnoticed.
- **Enhancing defensive positions:** Sometimes knocking down a few key walls can make a position much easier to defend because your units can go from room to room easier and get away from enemy fire quicker.

- **Surprise attacks:** Bust a wall down and dump grenades through or just go charging in. Works especially well in the middle of long walls where the enemy may be watching each end, but not the middle.
- **Trail blazing:** Cut a straight path through a building and show up a lot sooner than the enemy expects.
- **Bait:** Run into a small building, blow a hole in the back out of sight, and leave discretely. Watch your enemy assault the now empty building.
- **Creating escape paths:** Especially in grenade duels, create an escape path for your Grenadiers while they fire so they can be out of the area before the return volley lands.
- **Removing cover.** Taking out small sections of wall can make some buildings unusable to your opponent.

The best part of using a Commander like this is that most players don't expect you to follow unconventional routes across the map and create shortcuts for yourself. Spend some time during deployment determining how you can "improve" the map before setting up, then place your Commander accordingly.

When deploying, position your Commander where he has access to a string of buildings that he can cut his way through. If it looks like he'll be able to get in a flanking position or into the enemy's deployment area, Team your Medic and a Grenade element with him and use this team as an infiltration group to work in close and spring a devastating ambush. Use your other Elements to draw attention away from this infiltration Team during the battle so that you can work them into position.

14.6 Medics:

Here's a great use for medics in the early part of the game: Since there's no one to heal (yet), send them around opening all the doors you'll need to get through later on. Sometime even "working doors" need to be removed so you can fire or sight through them. Keeps your Medic from getting bored early in the game.

Medics can heal units while they are firing, so position them out of sight and have the unit they are healing continue the battle. This is especially effective with Commanders, because a Medic can heal a Commander faster than a Grunt can damage him. This configuration is so popular it is jokingly called a ComMedic.

Your Medic should stay behind your front line, but close enough that you can get your troops back to him in a couple of turns. When trying to heal a unit, plot both the unit and the Medic towards each other and adjust the length each travels until the patient arrives in position slightly before the Medic. Give the Medic his move plot, then the heal plot to the patient. That way the healing process will start as fast as possible. While the patient is being healed, he should be OpFiring in the direction of any likely threats.

14.7 Snipers:

Snipers are very useful for controlling large open areas and spotting from the rear. At extreme distances, the Sniper only has to be concerned with enemy Snipers. Keep your snipers well behind your troops and move them up after your troops have gained ground and a more forward Sniper position may be established.

Since a Sniper's gun is pretty good at knocking down walls, you can use him to create entrances from a distance. This will allow your troops to rush *into* a building while giving your opponent the appearance that they are merely hiding behind it.

Use ForceFire to have the Sniper cover doorways or windows from across the map, rather than relying on his reaction time and target selection if the target is ducking in and out of cover.

When trying to kill a dodging Grunt in a building, one approach is to terrain fire on the section of wall he's hiding behind then aim some OpFires commands at the broken wall section. Many times you'll catch the Grunt hiding behind the wall. Even if you don't, you've made it harder for him to stay there the next turn.

If you're taking two Snipers, decide if it's better to take either the standard two Grunts or an extra Grenadier instead (to round out the six points). Since the Snipers make excellent spotters, on some maps it's advantageous to take a Grenadier instead of the two Grunts. Teaming that "extra" Grenadier with your Commander and Medic as an Infiltration Team works well on maps where your Snipers can lock down large portions of the map. He can also act as a fill-in while other Grenadiers are reloading.

15 Squad Level Tactics:

15.1 Strategic Turn Goals:

Since you can't do everything you want to each turn. The first thing you should do after viewing your results is to pick one or two strategic goals. Pick these *before* you plot *anything*! Until you establish what you want to accomplish on the current turn, plotting moves will only serve to fragment and unfocus your Squad.

You must choose a couple of strategic goals for each turn, and then focus your entire Squad on achieving them. It is better to accomplish one goal during a turn than to try to accomplish a lot, fail, and lose control of the game.

Here's a list of strategic goals for you to pick from. I've prioritized them roughly in the order I use, so getting out of danger is more important to me than increasing spotting ability.

1. Get out of immediate danger
2. Increase spotting ability
3. Improve defensive position
4. Blind opponent if possible
5. Attack isolated units
6. Reload Grenadiers and general logistics.
7. Take strategic terrain
8. Improve terrain
9. Stage units for future turns.
10. Make opponent's terrain unusable

Until you get used to doing this evaluation automatically, just use it as a checklist each turn. Evaluate each goal in sequence and ask yourself:

- Do I have the opportunity to do this?
- What are the risks involved?
- What are the benefits involved?
- Is there a better goal further down the list that I could do?

The plan is to pick a couple of goals for turn, and just act on those. Keep focus. Having five units dedicated to removing a Sniper is better than just taking a potshot at him once in a while. If it's important, *get it done!* Otherwise, do something that *is* important instead.

Note: I usually spend half of my turns staging units, improving terrain, and improving defense. Solidify your position and prepare for your next move anytime you don't have big opportunities available. That's what will give you consistent map control and the ability to wear your opponent down one unit at a time.

Just think of your Squad as a Boa Constrictor. It wraps itself around its opponent, and slowly gets tighter and tighter, until there is no escape. There's no rush, just a slow determined increase of pressure over time.

Always try to fight on as wide a front as possible. That does three things, it makes it easy for all of your Grenadiers to come into play, it makes it easy to envelop an enemy troop concentration, and you can exploit undefended parts of the line to press a couple of units ahead for either Grenade Forward or Side Spotting purposes.

15.2 Spotting Tactics

Here's a bunch of rules of thumb for spotting. Spotting should be your number one priority after raw survival. Without good information, you can't act decisively.

Try to expose as many enemy units at EOT as possible. Think of it as "painting" them as targets for the next turn. You'll find out more about this in the [Using the Big Red Line](#) section. For now, just remember that it's extremely important.

As a rule, keep spotters away from your combat troops. Let the enemy think the spotters are where your troops are and he'll focus his attacks on them instead of where it counts.

It's better to fight with your non-spotting units. Consider any units that have line of sight at EOT as a "spotting" unit for this purpose. You cause a lot more psychological damage by constantly hitting your opponent with units he can't see at the beginning of the turn. During the course of the game, he'll get paranoid every time he *doesn't* see a unit, which is a good thing.

Expose the minimum number of spotters you need to cover an area at the end of a turn. It's better to have two or three spotters exposed and not see the whole map, than to have the enemy see your squad makeup and positioning.

Take advantage of Snipers as spotters. They have the longest spotting range of any unit and can easily be positioned too far away from the action to be seen by enemy troops. An unseen spotter who can kill with one shot is a valuable friend indeed!

I use Snipers to "lock down" large areas of the map. Put them where they can see a large area and you won't have to do as much exposed spotting with your closer units. The fact that they can OpFire any available targets while they're spotted is an additional advantage.

Any spotters that are visible at the EOT will usually become priority targets during the next turn – they're usually the only units your opponent can see. Have them stay behind cover for the first few seconds of a turn or scoot out of there if they're in grenade range. Expect a lot of direct fire and OpFire directed to their current position for the duration of the turn.

Be careful about always bringing a spotter into view in the same place during the last second of a turn. An observant opponent will usually have a bullet arrive there just as you step into place. I know I would. ☺

15.3 Blinding Tactics

Just as you're trying hard to Spot as much of the map as possible, you should also be trying to blind the enemy as much as possible. Whoever has the most information wins. Here's some ways to keep him guessing:

1. Kill his Snipers or avoid their lanes of fire.
2. *Always* fade after every contact. Make this a habit.
3. Travel close to buildings and walls to minimize the angles you can be spotted from.
4. Bombard windows and doorways to keep the enemy from using them for spotting.
5. Blow the fronts off buildings so that they're useless to the enemy.
6. Leave trees and buildings intact on the opponent's side of the map.
7. Focus your Squad on killing a Spotter every time you get the opportunity.
8. Use the Commander's instant doorway ability to travel unseen.
9. Use backstops aggressively.
10. Spot with your Snipers from out of normal sighting range. This is very effective!
11. Restrict your movements to Fire Lanes and keep the enemy out of them.
12. Always have one unit on each flank of the map. Try to keep the enemy between you.
13. Position your HQ out of sight. (Believe it or not, some people don't do this.)
14. Use Denial of Movement and Herding to keep the enemy out of good spotting areas.
15. Set up ambushes in building and wait for the enemy to find you.
16. Don't expose more Spotters than you need to.
17. Alternate your advances on each side of the map because that makes the enemy lose track of you.
18. Force fire your Snipers and Commander through windows that the enemy could use for spotting.
19. If you get the enemy to retreat, reposition your Elements while he's running away.
20. Break contact anytime the enemy knows too much about your position.
21. Add passageways in all the buildings you occupy so that you can move around unseen.
22. Kill grenadiers so that you can move around the map uninhibited.
23. Shuffle units around in sight to confuse your intentions.

You can do some of these things every turn. The point is that you should be actively trying to deny your opponent information whenever you can.

16 Specific Map Strategies:

16.1 General map strategies:

Here's my loadout and general strategies that I use on some of the maps. I've found that these work well for me.

16.1.1 Bunker:

Squad makeup: 1 Medic, 1 Ammo Depot, 6 Grenade Elements.

Comments: This map was *made* for grenadiers! If you're careful about setting up around Kill Zones and can keep track of your opponent, you should have no trouble at all. The only thing you need to fear on this map is massed numbers of AIs.

Bunker is an odd map. The attacker is actually in a *much* stronger position than the defender. The defender can be easily blinded and then systematically destroyed from the *inside* out. It's not that hard to do really - you just occupy a few key positions, keep your cool, and respond to what's happening.

The revealed map and Doors That Work also give the attacker a *big* boost, because they eliminate a very dangerous bottleneck that used to stall the attack at a critical point.

Attacker Strategies: One team moves down each side and assaults the bunker from the back. One Grenadier stays in each front corner of the map to blind the wings and later on move in to assault either the wings or the front. One Grunt stays in the middle long building to spot. Your "free" Grunt can also stay back to spot or enter with your right side entry team. The Medic opens doors and spots until he's needed later on to heal. I usually send him down the left side to get him into the back of the bunker. That side is the safest place to travel *if* your opponent is not occupying the left wing of the bunker with a Grenadier. If he is, use your left corner Grenadier to rush up and clear it out just after your left entry team makes contact (he'll be shifting his defense then so that wing is usually unprotected).

Defender Strategies: Place one Element in each wing, one in the front, and send the other three out the back. Get one Element out each side of the back as quickly as is safely possible while your wing Elements blunt the assault of any side entry teams. The idea is to damage the entry teams with your wing Elements and then finish them off with your rear flanker Elements as they exit the bunker. Position your remaining inside Element at the "T" in the very back corridor to either support one of your rear flanker Elements or to assault any enemy entry teams that make it inside. If you're successful in stopping both entry teams, roll down the right side of the map first, before advancing down the left. It just works better that way.

Be careful of an enemy digging in around the crossroad area of the map. That's the only place you'll have trouble bringing your Grenadiers to bear without exposing them. Most bunker defenses end with you clearing out that area last.

There's a great ambush you can set up on this map:

When bombarding a building, the first grenade will take down a wall and the second will go in deep. Use that to ambush the enemy as he travels "safely". The best place for this is against the rear part of the long left building. One Grenadier in the back of the left Wing and one standing about halfway down the left front corridor can totally level that house in one turn - killing everything inside it. The wing Grenadier fires at the inside corner where the long hall meets the house. The back corridor Grenadier bounces his shots to hit the back right corner of the house. On the turn the enemy *enters* the house (usually one turn after you see them run behind the front side windows of the house - move your finger along the screen when you see them to figure out exactly when they'll show up) have both Grenadiers fire three grenades. The first volley will take down the walls, the second will go deep into the room and the last will be in the air at the end of the turn. In one game I killed four Commanders that way and he never even saw me.

16.1.2 Front Line:

Squad makeup: 1 Medic, 1 Ammo Depot, 1 Commander, 1 Sniper Element, 4 Grenade Elements.

Comments: A good grenadier map. The size makes it harder to funnel and control your opponent, but the building layout gives you some great avenues of approach to set up your grenadiers. Be careful of both sides "digging in" and stalling the game – you'll usually lose those exchanges. Quickly disengage and flank the enemy's position when that happens. The map's big enough to let you do that pretty easily.

Set up in the middle and on one side of the map. Keep your Commander on the opposite side of the map than your main force and use him to spot and to work behind the enemy. If the enemy has a strong presence on his side of the map, pull him back as your center team works into flanking position.

16.1.3 Crossroads:

Squad makeup: 1 Medic, 1 Ammo Depot, 1 Commander, 2 Sniper Elements, 3 Grenade Elements.

Comments: A fantastic Grenadier map if your opponent sends troops into either of the side building complexes. If he sticks to the center of the map with ranged units you'll have problems. In that case occupy the side buildings, surround the center, and slowly wear away his units with shrapnel damage. Expose and fire simultaneously so give him too many targets to address at once, or if he's close enough to the edges, fire from unexposed areas.

One team works their way down each building complex at each edge of the map, two Elements stay back to attack the center and to support your edge teams.

If the enemy doesn't control the center, run your Commander there to harass and spot while your teams work their way around the edges. Rushing one Element down the center of the map works pretty well after you control the edge building complexes.

16.1.4 Factory:

Squad makeup: 1 Medic, 1 Ammo Depot, 1 Commander, 5 Grenade Elements.

Comments: The limited lines of sight on this map and the twisty passages make it an ambusher's dream. Operate as six Elements and *spread out* with two Elements following your lead elements – one group of three elements goes around each side of the map. You almost have to treat your point Grunt as a one-use spotter since he's going to discover the enemy by walking into an ambush. Be set up to dump on the positions that can fire on him as he moves and then flank with your following elements. If you're not close enough to do damage immediately after contact, retreat and set up an ambush, then try to hit their back with your other group.

Spotting is everything on this map. You don't have the luxury of any open areas to spot half the map from. If you get your face ripped off during an exchange, retreat and hide each Element in different rooms and ambush as he goes by. He'll expect you to stay in the corridors where you have mobility and usually won't "clear" the rooms as he passes them.

Against the Mechina, their Scanners will be a *major* problem, so target them specifically, sending in Grunts to gun them down if possible. As long as the enemy has a working scanner, you are at a severe disadvantage because it will use it to hunt down your Grenadiers and exterminate them one by one.

Expect fast and furious games on this map! Keep spread out so that a single mistake doesn't take you out of the game in one turn.

16.1.5 Forest:

A Commander-based squad with 2 or 3 grenadiers as backup works best on this map. I've also done well with three of four Snipers, two Commanders and the rest Grenade Elements. A grenade-based squad will usually get creamed on this map.

16.2 Assaulting the Bunker:

The following is from the first edition of the Grenadier's Bible – in fact it's practically the whole thing! I reprinted here just to get some perspective on how far we've come. This approach hasn't changed much, even with the advent of faster bullets, working doors, the revealed map, and all the new trees on the map. The only real difference is that I stopped taking the Commander and now I just take 6 Grenade Elements, and with the revealed map you don't get bogged down near the center room so you can keep pressing forward. Enjoy!

I use 6 Grenade Elements on this map - 2 for each of the rear entry teams, 2 to hang back and harass. Use your medic initially to spot and then send him where you need him - he's invaluable as an extra set of eyes.

The biggest problem you will have with this strategy is "going blind" in the latter part of the game since your grunts are always exposed and sandwiched between two grenade-armed forces. Once you lose your last spotter, things can turn around on you very quickly even if you have a substantial lead. I designate some Grenadiers as sacrificial spotters when that happens and head outside where I have room to maneuver. That's why for this strategy taking all Grenade Elements is better than taking any other type of Element.

1. It is possible to start your units *inside* the buildings on the far left and right, giving them a head start going towards the back entrance.

1a. Keep a unit inside the long middle building and have him move from window to window randomly and give him one OpFire command at each window. He does two things: a) sometimes kills an enemy ☺ b) More importantly, he lets you watch the entrance and both wings to coordinate the movements of the grenadier described below. Keep pulling him back behind the center wall anytime you even *suspect* a grenade is coming in. Lately I've used a Commander for this role since that position usually gets charged mid game and he can kill the wing defenders pretty easily.

2. Place a Grenadier against the back of the left building and in the entrance of the right building. On the *second turn or later*, have them each step out and OpFire towards the wing windows. If any enemy units are there, your grenades will explode against the windows and usually kill them. The Grenadier on the right has to step out behind the tree to get the distance correctly.

3. Going in the front door is just silly. The back's the only safe way in unless the guy's defending the intersection with grenades (like the above hint). If he is...

3a. Get a Grenadier to stand in the corner where the left wing meets the entrance part of the building (the one you left outside the left building works perfectly for this). He can't be seen from inside the base. Keep him there until your rear entry team makes contact and the lead starts flying. Now step him one square to the left of the rightmost window, fire two grenades in at a right diagonal through the doorway and step back to the right out of sight. These grenades will land in the center of the main room of the base - usually right where the defender's Grenadiers are standing. I've done this simultaneously from both wings and the result was devastating.

4. That same Grenadier can also hug the left center wall and stand about 4 squares around the corner from the entrance. From there:

a) He's outside the blast radius of any grenades bounced out the front door.

b) He's at the correct distance to OpFire at the wing window (while he's waiting).

The Grenadier's Bible

c) In one turn, he can step out, lob a grenade into either side of the front entrance and step back. (Bounce off the right door edge to hit the left hallway.)

d) In one turn he can run up to the left window, lob a grenade in and get almost all the way back.

e) In one turn he can run up to the left side of the entrance, lob a grenade in the right window and get all the way back. This grenade usually opens both right side doors.

Use your Spotter described in 1a to put this guy where he will do the most good.

5. If you dash down the right side behind the buildings and through the buildings on the left, you can get in the rear entrances before the enemy can get there. If the wings aren't occupied get there as fast as you can.

6. If the guy loads up the left wing, have a Grenadier shoot one grenade from each for the left building windows and then run him down the hall. Perfect distance to blast the windows, but incoming grenades will kill anything in that room so scoot everyone out of there after your eggs are launched.

7. If he loads up the right wing, launch grenades from in front of the building behind the tree. Don't shoot from between the two right hand side buildings - it's a deathtrap if he has a Grenadier in the wing. It's always better to rush your guys down the right side to a position against the outer wall of the bunker between the middle and back entrance instead of attacking the wing on the way. If you get there, and there are some tempting targets in the wing, your Grenadiers can each step out and lob one grenade back towards the wing and then get them to a position outside the very rear entrance. Don't ever have them stand and fight outside the bunker, it's not worth it.

8. You want to get your Grunts inside the rear entrances and expose the corridors as quickly as possible. Their job is not to kill anything, but to find open up the map and find the enemy. When they enter, position your Grenadiers as follows:

a) Just inside the front right entrance or in that hall - out of sight from the main hall.

b) Standing outside the right rear entrance, usually around the corner.

c) Standing around the back of the left front entrance, about 4 squares from the entrance itself

d) (If you took 4) inside the left rear entrance, about half way down the corridor.

In these positions none of your grenades is exposed to fire or grenade blasts, and they can all dump one or two grenades down the main hallways *without exposing themselves*.

As soon as your Grunts see the enemy, retreat them back and lob grenades in from the appropriate place. The Grenadier outside the left front door can hit the central square room, but he has to expose himself to do it, only use him when necessary.

I usually launch everything at once and then move my Grunts within sight of the square room and my Grenadiers on the right up to the first set of intersections.

Give all your Grunts a clear line of fire to the square room, sidestepping and OpFiring. As soon as the enemy shows up, retreat your Grunts and unload everything again. You're going for the shock value here - a solid wall of explosions will keep him from advancing.

The *next turn* after this barrage is when you Grenadier from step three will dump two eggs in the left wing window - into the center of the base. From both wing windows if possible. Usually the enemy will pull into the center room to avoid the next barrage and pull his wing lookouts in to reinforce the rear. The center of the base is one major kill zone.

The Grenadier's Bible

If you do really well, storm in and it's over, but usually the attack will stall at this point. Expect it. Learn to love it. Charging in is the fastest way to loose everyone because of the room layout in there. It's just nasty.

I usually dump one more barrage in from the back and the sides and them pull my rear guys back to the exits with the Grunts (whoever's left) covering the long halls. It's a good time to cycle the emptiest Grenadiers back to reload. Don't press the attack at this point, make him come out to meet you. This part of the game is a tactical retreat, as soon as you spot the enemy, dump grenades and back up out of grenade range. If he tries to get a Grenadier in range, your Grunts will pick him off. Never leave your Grenadiers in sight, but keep them poised to bounce grenades around the corners whenever a target appears.

Most people think their role on this map is to "attack the base". Don't let that confuse you, the mission is to "kill the enemy". By the time your first barrage comes in from the back, your opponent will naturally assume that you're going to press the attack right into his face and he's going to defend every last inch to the bitter end! Silly boy. The attack's going to hit hard, hit fast, and then totally fade away. You just vanish. He's braced for the attack and nothing happens. He'll dump some grenades out for a while, and sooner or later he'll either get curious or book out the front door. Keep your Grunts and Grenadiers positioned so that as soon as he sees you he's in a grenade's kill zone. If he's curious he'll send one guy out - kill him and remain in position. If he moves in mass, dump and retreat. Make it too dangerous for him to follow you.

Sometimes I sent my spotting Commander (remember him) and my outside Grenadiers in through the front door at this point - it's usually completely undefended. Don't expose your Commander until the Grenadiers can cover the halls ahead, when in doubt, back up and dump grenades.

This approach has worked pretty well so far. The key points being getting into the back quickly, hitting hard, and not getting greedy or impatient and pressing the attack when you shouldn't. As soon as you loose the initial momentum change tactics, back off, and let him come to you.

There's a good chance he'll send someone hunting for your HQ (notice I'm not telling where I position it?). That's why you leave the Commander and two Grenadiers behind - you *need* that ammo, don't let him destroy it!

The best way to open the *front doors* to the bunker is to fire grenades in through the bunker's front windows. I usually do both sides at once (using two guys). Each grenade will open both doors and sometimes will kill one of the defenders in the main room or camping around the ends of the halls. This can be done either by running right up to the windows themselves, of firing them through the windows while standing at the entrance of the bunker (in that case, fire at the window on the opposite side - if the grenade misses the window it will bounce harmlessly down the opposite hallway and still might be useful). I let my grenadiers hang back near the windows while my grunts get to the doors to uncover the map and set up my shots.