TAC OPS | HATCHCOCK'S GUIDE
TO EVERYTHING INFANTRY - WW2OL

XX AHC CONFIDENTIAL MATERIAL XX
APPROVED FOR LIMITED CIRCULATION

Hathcock

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Contents

Introduction

Intent

Infantry has gone from being probably the least appreciated and used type of unit in World War II Online at its launch in June 2001, to the most heavily used but very poorly understood. There is a major stratification in the player base as to experience and infantry capability. There have been guides floating around on how to sap tanks or disable them with an ATR, but while those help they don't necessarily make you effective. The goal here is to give more insight into the high-level process and the plan to being truly effective, which then carries over to any infantry weapon. Much of the same thought process that makes someone a great infantry player can carry over and make them a great tanker or great pilot. There will also of course be material dedicated to better shooting.

Most importantly I want to make this as easily digestible and concise as possible, something you can read through quickly and make use of immediately to get out and start kicking ass on the virtual battlefield. I'll use graphics as much as possible and try to stay away from being wordy, while still providing explanation to key concepts.

My Background

10 years ago I got into the First Person Shooter scene with NovaLogic's Delta Force. At that time with the atrocious net code that game offered, most combat was dominated by guys with automatic weapons on cable internet lines. I had a 28.8k dial-up connection and liked using the slow-firing M40A1 sniper rifle. With that setup if you wanted to kill anything you had to have a clutch shot, the ability to plan, and the ability to remain undetected. Being a "twitch-shooter" was not entirely the thing for me. I started down the "think-shooter" road and haven't turned back.

In June 2001 I signed up for World War II Online. The two infantry types you could pick were "rifle" and "sub machine gun," spawn lists were unlimited for everything, and there wasn't a shred of cover or concealment out there. It was literally as clear and as flat as a putting green. I've always enjoyed playing infantry though, particularly the rifle, and have just about seen it all.

Outside of the game I'm a 20-something mechanical engineer. I'm very analytical about how the game world works and how I play, and it really helps. There are certainly "twitch-shooter" types who do well at this game, but for those of you who think that's the only way to be good… one of the best riflemen that plays WW2OL is a retired grandfather, and he'll kick your ass.

The Absolute Essentials

The following are the most important concepts to keep in mind. They may seem simple but are surprisingly simple to overlook or ignore!

- You have to keep moving or be aggressive. If you're stationary [for very long] you're 99% dead. **By far the #1 thing new guys seem to miss.** I have no problem with guys that want to hang back and rack up kills, but picking your nose or scratching your ass in a bush or window won't do it. You will get *way* more kills up front.
- You need to know where everything is around you. More importantly you need to know where the enemy is before he knows where you are. In general the guy who gets the first shot off, on an unsuspecting enemy, is going to win.
- When you accomplish the above and know where the unsuspecting enemy is, you need to be able to drop him… fast!

Taking the Fight to the Enemy

As I said before, **the #1 thing people miss is they are not aggressive enough, do not move, or do not take the fight to the enemy.**

- Get out of the AB! The Army Base is the enemy's *ultimate* kill zone. His end goal is to press you in there and camp/kill you. If you stay there, you just make his job easier. Even on defense, you've got to *move out*.
- Cut them off at the source. If you're defending a town the enemy has a depot or a MSP at, holding back and defending for any extended period of time just plays into their hand. Lets them deploy more resources, encroach more on you, and defeat you. Given that at the time of writing a brigade can source well over 1000 infantry, just shooting at them with rifles is not going to stop them. You will never attrite off that many. City flags, RR stations, etc are meaningless. #1 priority needs to be to capture or destroy their spawn point. Once you do that, then it's *trivially* easy to recap town.
- Likewise when attacking, particularly a "no man's land" town, capture any of **their** spawnable CP's *first*. Even before capturing your own spawnable. Shut them down before they can start!

    The sequence of events in any area should be as follows

1. Secure your immediate position/spawn point. If the enemy is in your perimeter, kill them and force them away.
2. Go after the enemy's immediate spawn location. This may be a spawnable depot, or a MSP. Secure the larger area. Do it *quickly*. Stay in one spot only long enough to kill the immediate enemy, then move.
3. Go after their forward base, or defensive FB in a "no man's land" town. Attack it, press it, destroy it or effectively shut it down.

4. Take the fight to the enemy further, AO or not. Force them into a defensive mindset so they don't bother with you and you can redeploy resources to a feasible attack objective.
5. Always, always, always be "taking the fight east" or further onto their home turf. If you truly cannot and are hemmed in and honestly stuck (rare, but happens) you have already lost and you may as well redeploy.

Moving

Getting around is not as obvious as one might think. Things to keep in mind…

- Stay concealed! With the amount of concealment available there is no reason to be out in the middle of an open field for more than a few seconds. Follow shrub lines, berms, buildings, etc.
- Stay low when moving through "small terrain." Berms, rubble, etc. As dumb as it sounds, *move as the water would through the terrain*. Don't crest over terrain features or rubble piles and you'll stay much more concealed.
- Even when moving to take commanding elevation, keep in mind people's attention is automatically drawn to high objects. Stay off ridgelines, don't silhouette yourself.
- If you have more immediate maneuver options than the enemy, you're in good shape to win. Fighter pilots refer to this as energy retention, and being able to close with or extend from the enemy at will. Infantry have this option as well, with stamina and the ability to sprint. There's no need to sprint as much as many people do during the *movement to contact* phase. When you make contact, you want all that sprinting ability available to either maneuver against someone (get on their side or behind them), close with them, or get the hell away and to cover. You can't do this if you've sprinted yourself dry for no reason.
- If you do have to sprint across open ground, always assume someone is starting to draw a bead on you to kill you as soon as you pop out from cover. Don't be up for more than 3 seconds, or down for more than one.

  "I'm up… he sees me… I'm down… I'm up…"

  You can exploit the way the predictor code works by toggling really quickly between sprinting and being prone, but I view this as gamey and cheap and don't recommend it.
- By all means, zig-zag. Don't move in a straight line, you're just making yourself an easy target. Again, you can exploit this by "lag dancing" across the field which is gamey and cheap.

Easy Places to Find a Stationary Enemy (ie an easy target!)

Along the lines of knowing where everything is around you, you should *constantly* be looking for the enemy. There is really no time you can just jog away and be oblivious. You'd be amazed how often that MG34 or Panzer or what have you is sitting out there *way in the middle of nowhere*. When you are scanning, keep in mind people tend to be very predictable. The following are some places to find easy stationary targets.

- **Church towers** – Super obvious. Enemy sticks out like a sore thumb against the sky background.
- **Blown-out church stairs** – Less obvious. When a church is damaged and the tower walls are falling apart, shooters will hide on the stairs. They are harder to spot since they have a dark background behind them. Keep this in mind.
- **Along AB walls** – Hard to spot as it's a small area (usually just their head), but guys like to shoot from the walls of a closed AB
- **In the bunker top** – Not super popular, but if the enemy is defending a bunker chances are there's a guy up there.
- **Roof tops** – Also very obvious. All rooflines in game are perfectly straight, and tend to contrast heavily against the sky. If there is a shooter laying there he will stick out as a "bump" on the roofline.
- **Depot windows** – One of my favorite places to target! For some reason people love to shoot from these. Find a busy enemy depot (typically one that we are trying to capture and they are trying to defend) and just zero in on a window. A guy will pop up, and you can drop him in a fraction of a second. And they keep coming up for more!
- **Building windows and roofs** – Similar to the above. There's a lot of them, but you need to quickly scan them all. Every so often you will be jogging past a building, look up, and see a rifle or machine gun barrel poking out of the upstairs window. Free kill up there.
- **Clumps of trees** – Pretty self explanatory. Enemy likes to sit up on the berms and look around.
- **Hedgerows** – Same as above.
- **Shrub lines** – Probably the hardest terrain object to scan since there are so many out in the fields and infantry blend into them fairly well.

Given that anyone with a moderate amount of experience is going to immediately be scanning all those, *you probably should not be using them as primary locations to shoot from!*

Selecting a Battle Position

There are a few general guidelines for picking a battle/firing position.

- Avoid the obvious positions
- Ideally, have cover in front of you, and *concealment behind you*. Having a shrub or some odd shape immediately behind you helps break up your profile and makes you harder to spot
- Only expose yourself for brief periods of time! A big mistake many people make is to sit there scanning for targets for minutes on end. The whole world can see you, someone will pick you up and shoot you. Stay concealed 75% of the time, pop up briefly to scan (3-10 seconds), find a target and shoot it, and pop back down. The less time you are exposed, the less chance someone will spot you.
- Move frequently. If you kill someone, particularly if they're close, they know exactly where you are and will probably come back with a vengeance. Move, and cover the position you previously occupied. Generally this will be progressively falling back or moving laterally.
- Only expose yourself to the smallest field of view you need.
- Keep in mind where the enemy will likely come from, and go to. People are lazy and like to go in a straight line from where they spawn to where they're going. Good examples… enemy MSPs straight to town, and enemy AB straight to a depot they're interested in.
- Since people think so linearly, get after their flanks. A battle position with a flank shot on the enemy's likely axis of advance will yield heaps of kills.
- Set your shots up *so they are as easy as possible*. Work smart, not hard. Set positions in a range and orientation that you're comfortable with so that your first shot will hit.
- "Reverse" positions, when you can set them up, are excellent. In this type of scenario you have some sort of cover or concealment behind you, and you are set up so you have a shot at the enemy's back when he goes by. Since even good infantry typically have poor rear security, it's an easy kill.

wide field of view...

...very exposed, easy target!

narrow field of view...

...barely exposed, tough target!

Military Operations in Urban Terrain (MOUT)

General

Military organizations of the world have very in-depth guides on this subject, from anything on movement to clearing rooms to counter-sniper activity. I will spare you the dozens of pages on that and condense things down into *the essentials*. Fighting in-game in cities such as Turnhout, Antwerp, Brussels, Charleroi, Liege, etc can either be a real pain in the ass or pretty fun; mostly depending on how comfortable you are with it.

- Stay out of the roads if at all possible. They are long easy killzones for tanks, LMGs, etc. Only reason you should be going across a road is at full sprint getting from one building to the next.
- If you do have to cross some open ground and think or know that the enemy has line of fire on you, pop smoke to obscure yourself.
- Avoid "peak" elevation. High ground can be good to a degree as it allows for greater observation, but avoid cresting piles of rubble, avoid roof tops, etc. Remember the human eye is drawn toward the highest nearby elevation. *Staying low* is generally the best advice, though few people seem to realize this.
- 360 degree awareness is even more critical in a city than it is anywhere else. Given that the fights tend to be rolling, mingling clusters of friendly and enemy infantry there could be threats popping out of buildings etc anywhere around you. Constantly scan ahead, left, right, and behind.
- Be aware of the 3rd dimension! Most people aren't. Not only is the enemy likely to be at any point around you, but above you as well. Scan every roofline you go by or walk under. Enemy infantry stick out like a sore thumb even from a few hundred meters. If you see someone, find some low cover and take them out.
- Move very frequently.
- Watch friendly tanks for sappers.
- "Cut the pie" or "pie" every sharp corner or dead space you encounter. Get into the habit of it. With this method as you approach a corner, bring your weapon to a "low ready" position (aimed but with the sights down low) and start rotating around the corner. You're cutting that dead space up into small, manageable pie slices. I like to stay at "low ready" since my weapon will not obscure any of my field of view and I can quickly snap up to engage.
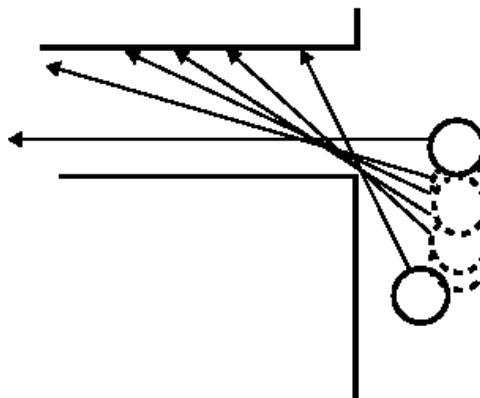
Covering and Capturing a CP

This may seem straightforward, but most people do not get it right. Many folks will do one of two things…

1. Go straight into the CP, even killing defending enemy infantry, and bump the table
2. If they do cover a buddy capping the CP, they do it from the inside of the CP

Neither of these is particularly smart to do. *Anyone* can bump a table. If you do go in and you're trying to capture a hot CP like a spawnable (and hot CPs are the only ones you *should* be going after since city flags etc are meaningless and any Joe Noob can cap it) inevitably due to Murphy's law an MG34 will come by poke his head in. If you try to defend from inside the CP it's much too easy for an EI with a SMG or LMG to sprint in, lag by, and kill you.

The first thing you should do when you are first person on the scene to a CP is cover it, *from the outside*. You've got to cordon the CP off from the enemy so he can't get near it, can't lag in and go spraying. Once you and hopefully another guy set up a kill zone and cordon the CP off, let Joe Noob go in and hump the table. Obviously there are exceptions to this when you're the *only* guy around, but it's really the only good way of taking the place. See below.


PROPER WAY TO COVER A CP
setup kill zones outside the CP, not inside

KILL ZONE

use smoke to obscure windows/holes looking into CP
especially if CP is blown!
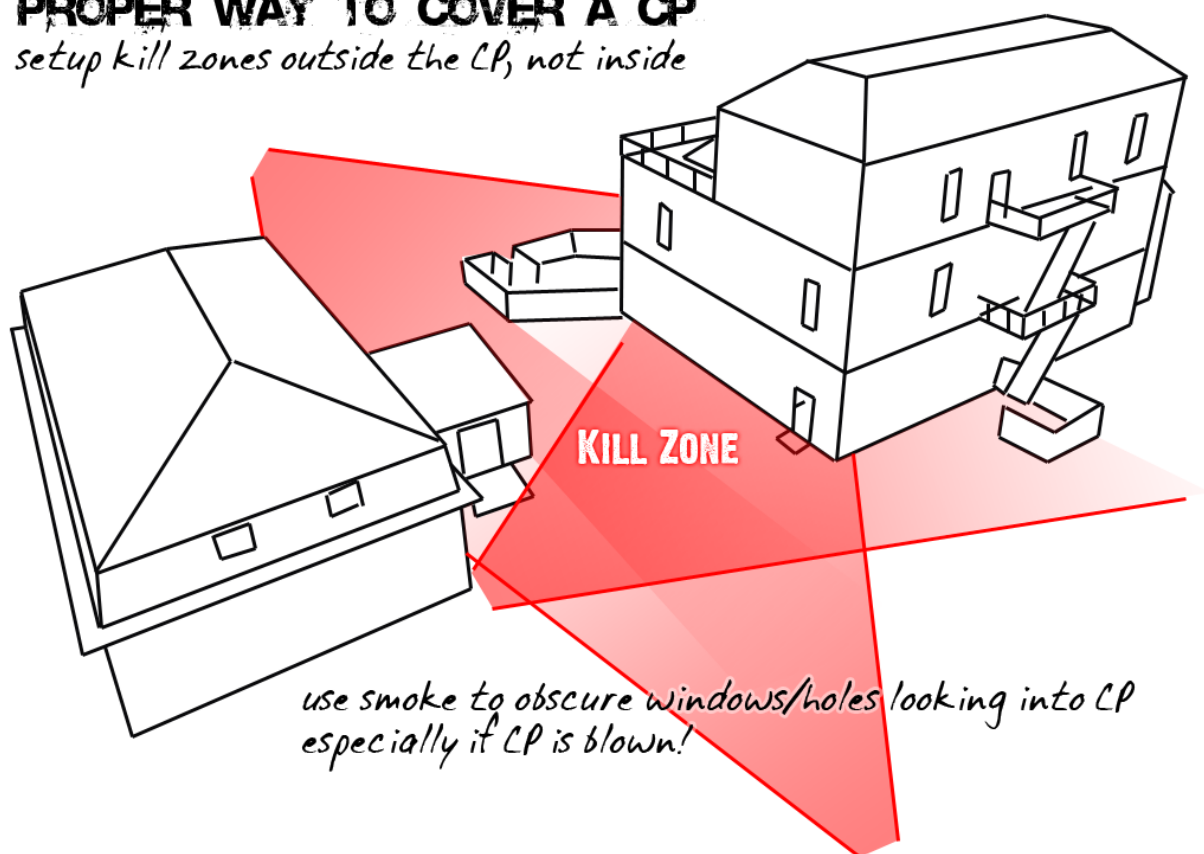
Clearing the Enemy

There are a handful of positions which are particularly good for defending a CP building. These are the most likely places a defender will be. Get into the habit of checking each one, "cutting the pie" on each position. Of them, I'd say "the spot," "the closet," and "the stairs" are the most popular.
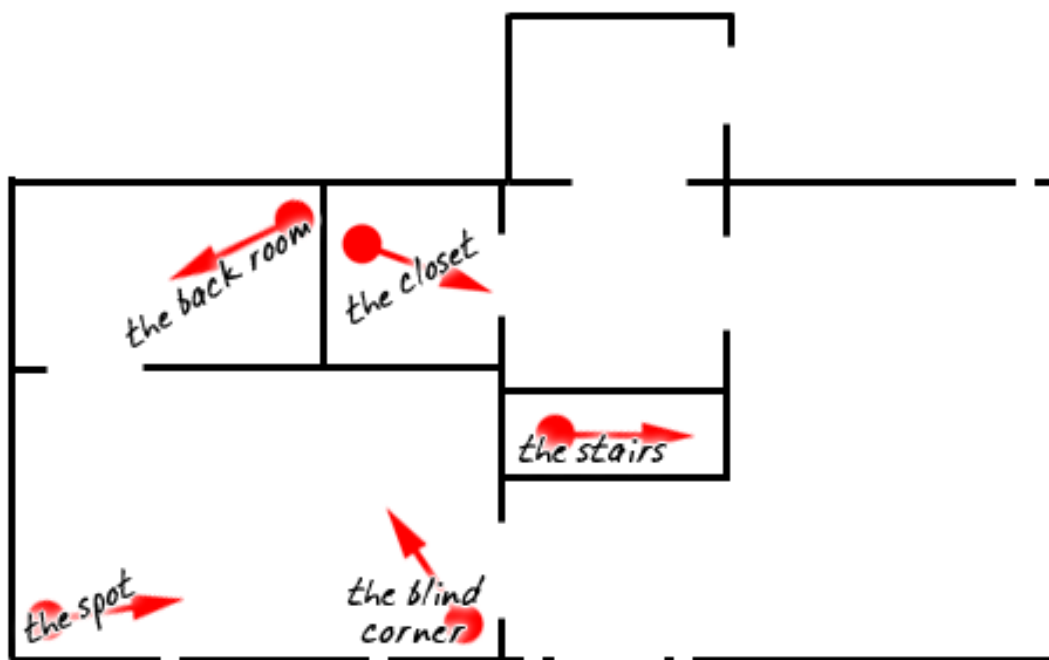

BEST CP DEFENSE POSITIONS

Covering Friendly AFVs (Sapper Protection)

On the whole, we do not do this nearly enough. Especially in the earlier equipment Tiers the Allies have some awesome, heavily-armored tanks. They can absorb a tremendous amount of damage from 3.7cm cannon fire, and are typically well-armed enough to be able to obliterate German AFV threats. Not surprisingly the top killers of the A12 Matilda are the sapper and the Ju-87 Stuka. As infantry there's not much we can do about the Stuka but we can take the sapper out of the equation. My theory on why people don't do this more often is because it isn't instant action. Believe me though, sappers love going after big tanks. Sit around a minute and you'll bag a bunch!

You've got to cover the tank's left and right sides, and rear. You need an automatic weapon, preferably an LMG, because otherwise a sapper will sprint/lag up and place his charge before you can drop him. I can't even do it with rifle. You have to be sitting back from the tank at least 100 or 200 m otherwise you will be seen by the sapper on his approach (his attention will be 100% on his target area).

In addition, to make sure you can cover the tank you really need a buddy to cover your blind spot. When you and a buddy and a tank get it together, the German ground forces have little they can do but sit there and take it! See below.

BEST WAY TO COVER A TANK
use two people, otherwise you can't cover all sides!
must be using an automatic weapon, preferably LMG
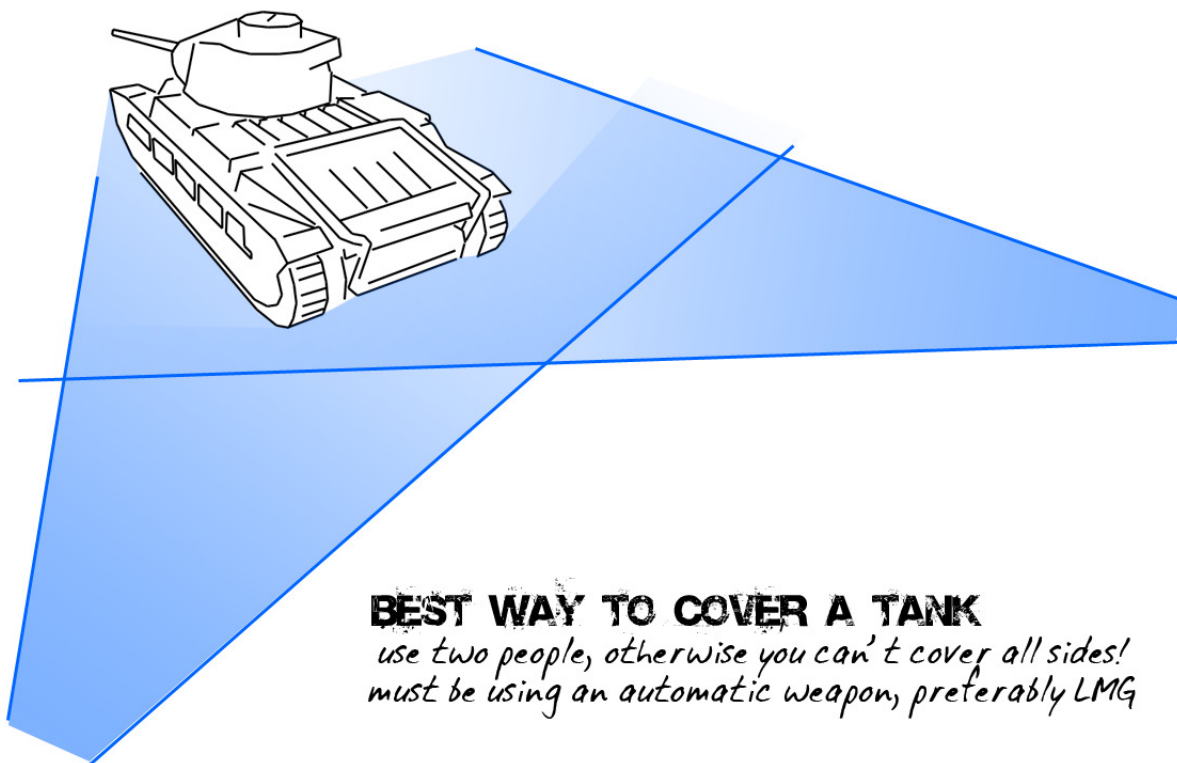
Weapons

Lee Enfield No.4 Mk.1 (Brit Rifle)

Overview

Easily my favorite weapon in game, so I will cover it first.

Pros

- 10 round magazine – When you're in an area of high activity you don't need to be constantly reloading. Also, if you go to engage an anti-tank gun (ATG) or anti-aircraft gun (AAG) that can despawn within 10 seconds of being hit to try to avoid death, the deep magazine means you can get the kill.
- Major stopping power – If you hit a guy, the overwhelming majority of the time he will go down on the first hit. I feel this is the hardest hitting rifle in game. In fact, it will consistently kill with one shot out to 900m. When you only have a snapshot at a running enemy infantryman and time for one shot, it had better hit, and it had better count. You can hit a guy in the chest, in the leg, arm, what have you, and he generally will go down.
- Sights – As will be explained below, the sights on the Lee Enfield offer excellent reference points on how to lead targets. There doesn't need to be guesswork involved in leading targets, you can use the sights to hit them consistently almost every time.

Cons

- Slow rate of fire – The Enfield has a poor rate of fire compared to the French MAS36. It is also extremely slow compared to its historical rate of fire. You have to make damn sure your shots connect.
- Muzzle wander – Compared to the French MAS36 the Enfield's sights tend to wander more, and more quickly.

Moving Targets

I mentioned using reference points on the sights to hit moving targets. This works extremely well up to about 300m, during which time the bullet is traveling at a near-constant speed. The quick theory is that while you have to lead targets "more" at longer distances, e.g. yards instead of feet instead of inches, the *angle* that you have to lead them stays the same. This is due to a trigonometric relationship between how fast infantry move, and how fast your bullet goes. Put another way, you might have to lead a guy 1 foot at 100 yards, 2 feet at 200 yards, and 3 feet at 300 yards. That ratio stays the same, and lines up quite well with a reference point on the front sights.
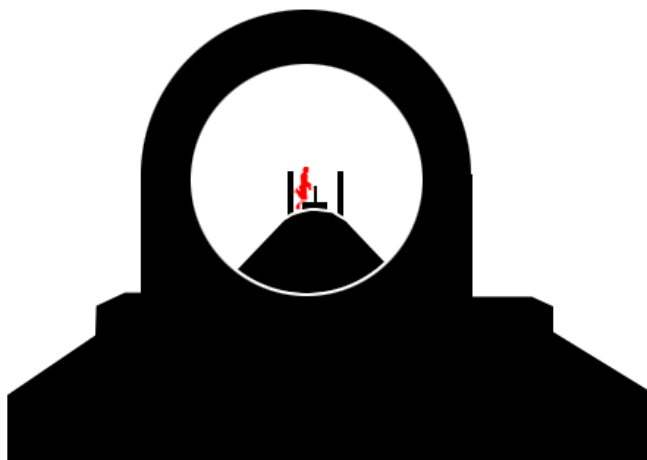
This is the sight picture you should set up for perpendicular jogging targets at any range up to about 300m. If you notice the three "posts" or blades of the front sight, the key here is that the target's center of mass should be half way between the inside blade and outside blade. The base supporting structure to the center blade is a good reference point for this.
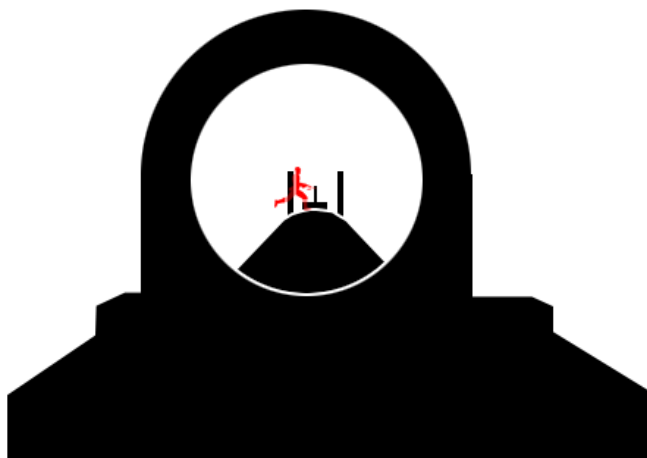
Infantry jog at 4 meters per second (m/s) and sprint at 6 m/s. This means you have to lead the target 50% more while sprinting than jogging. In this case, the target's center of mass should be three-quarters of the way from the inside blade to the outside blade.

# Lee Enfield No.4 Mk.1 (T) (Brit Sniper rifle)

Overview

I have mixed feelings on this one. On the one hand it is a good niche weapon in that you can spot, identify, and hit stationary targets at long range much more effectively, and it is very lethal at range. On the training server I have hit targets at 900m that consistently die with one shot. However it really does not make moving targets any easier, and beyond 300m I don't even trust myself with moving targets. The No.4 Mk.1 (T) has the same ballistics as its parent, which become very nonlinear after 300m and it becomes near-impossible to consistently figure a lead. Winds up being a waste of ammo.

At short range, the telescope on this rifle makes it very vulnerable. As such, generally I use the No.4 Mk.1 *unscoped* battle rifle for almost everything, and can still hit stationary targets up to 600m with iron sights. But, for reference, I will include the sight pictures for moving targets under 300m. In addition, the unscoped No.4 Mk.1 has much more ammunition which frees up a lot of tactical options.

Moving Targets
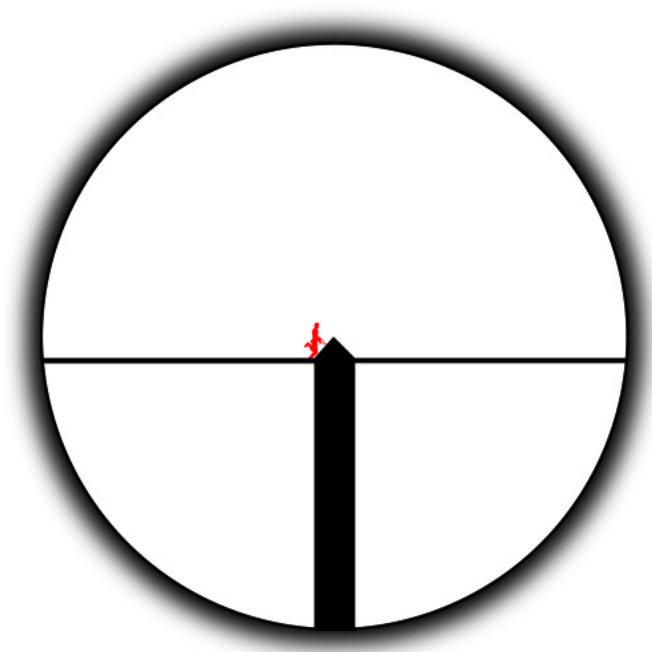
For perpendicular jogging targets the aim point is just about at the edge of the thick vertical post. It is just about exactly there at 300m, and just inside for 200m. At 400m it is well outside the edge and I don't recommend trying the shot.
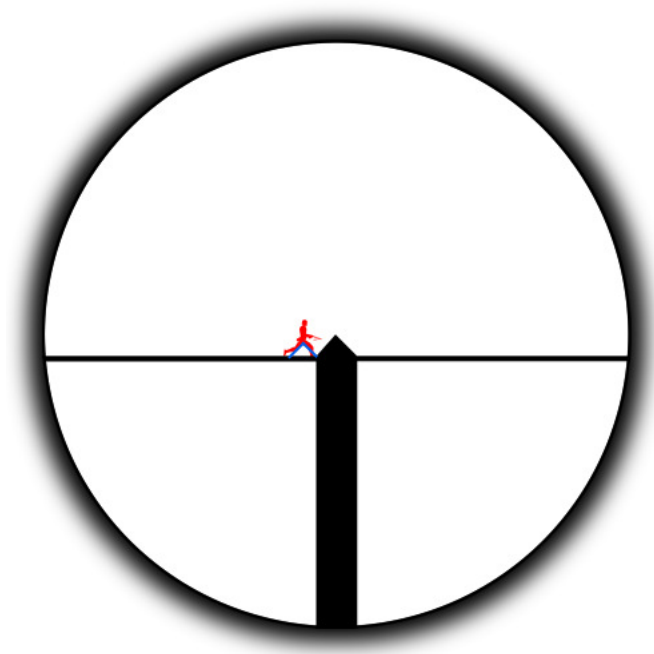
For sprinting targets, we again add 50% to our lead as the target moves at 6 m/s instead of 4 m/s. There is no hard visual reference point there, so you have to visualize one. The trick I use is to visualize another triangle like that on the vertical post, about 50% in size, and right next to the main post (imaginary triangle shown in blue). That becomes your lead point. Since this is something you're pretending is there and can't really see, shot repeatability isn't the best.

Fusil MAS 36 (French Rifle)

Overview

While I have much love for the Lee Enfield, the MAS36 is popular among most. It really comes down to personal preference I suppose, though I still maintain the Enfield in the right hands is more effective.

Pros

- Quick rate of fire. Fastest of any rifle in game. Makes a big difference when it's "up close and personal" or if you miss and have to get a second shot off quickly.
- Sights are pretty good for hitting moving targets. Similar concept to the Enfield and picking out graphical reference points for your leads.
- This may just be my eyes playing tricks on me, but it would appear that the MAS 36 sights exhibit significantly less muzzle wander than the Enfield.

Cons

- **Horrendous stopping power.** There are a lot of times you only get *one* shot on a guy before he is either out of your field of fire, or turns and shoots you. As such, that first shot you get has got to kill. I find the MAS 36 often has trouble killing EI with one hit. Very often I can shoot a guy close range 2 or 3 times with the MAS before he goes down.
- Small magazine. In heavy combat it feels like I'm always reloading. Also, against an ATG when you run out of your 5 shots if you haven't killed him he has plenty of time to despawn and avoid the death!

Moving Targets
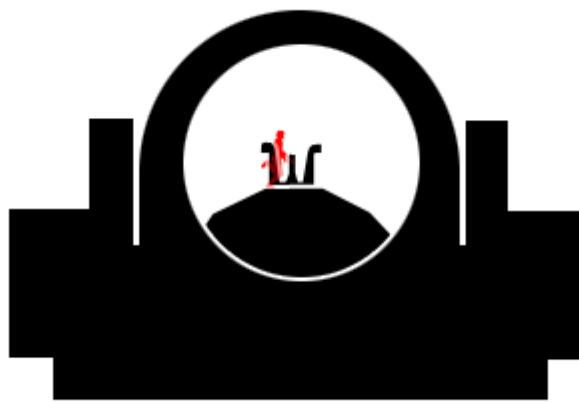
For jogging pace perpendicular targets, the lead point winds up being about 2/3 of the way from the center post to the outside blade.
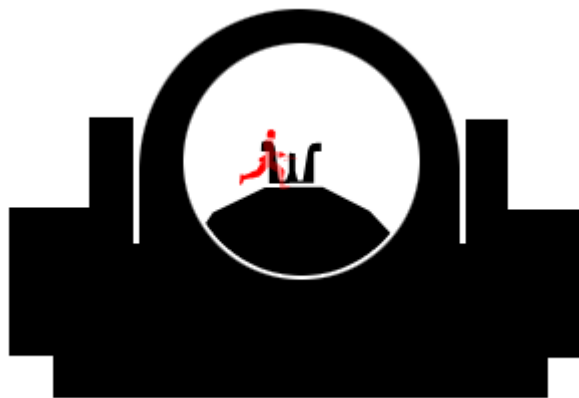
For sprinting pace perpendicular targets, following our +50% dictum the lead point ends up being right at the outside blade. And again, at ranges beyond 300m you must add significantly more lead.

Fusil mle 1886 m 1893 (Scoped)

I have very little experience with this rifle, and the sights do not lend themselves to any repeatable way of setting a lead. As such I will not be covering this weapon at this time.

Sub-Machine Guns

To be covered at a later date

Light Machine Guns

To be covered at a later date

Anti-Tank Rifles

Possibly covering this at a later date. At the moment there are already good ATR guides out.

Ultra-light Mortars

I call the mortars we currently have (2"/5cm) *ultra-lights* as I consider light mortars in the 60mm range, medium in the 3"/80mm range, and heavy in the 4.2"/120mm range. Despite what some people think, even the 2" mortar bombs are fairly potent and can wipe out any towed gun or infantryman with a single round. There are two parts to using a mortar (or any weapon) effectively. As dumb as they sound, most folks don't seem to get either of them down, much less both. They are **locating a target quickly and accurately** and **getting rounds on target quickly and accurately.** But first, some real important rules of thumb.

- **Don't fire mortars from rooftops, especially depots.** You will die before even thinking about getting a kill. You present yourself as a defenseless target silhouetted against the sky, and even giving off puffs of smoke to make enemy shooters spot you even easier. Just don't do it.
- For that matter, don't fire mortars in the direct fire role at all. If you're shooting a mortar, you should be well tucked away with no direct line of sight on your target or threats. While you've got that mortar tube out you're extremely vulnerable. The whole idea of indirect fire is to put fires on the enemy without direct line of sight.
- Blind fire doesn't work, period. There are times you can get lucky but in general, popping 10 rounds off in the general direction of the enemy won't do much or anything. The population density of the game just doesn't allow for it.
- **For the love of all that is holy, when friendly troops are working on capturing a CP or bunker, <u>do not fire smoke or HE in their area</u>**. Yes, it shakes up the enemy, but it makes life way more difficult for friendly troops. It is much easier for the defender to just spray anything that moves while shaken up, than it is for a friendly infantryman to move and hit a defender while shaken.
- You will need accurate spotting of targets.
- You will need lots of ammunition. Stock up to 50+ rounds *first* before engaging anything.

Spotting Targets

There are mortar guides out there already that tell you how to get rounds to a location pretty easily. The challenge in mortar fire isn't getting the rounds to a location; it's knowing what that location is and marking the target accurately. Stationary targets like a FB infantry spawn, a barracks, a CP, etc are all easy. Just open your map and put your mouse over them and it will tell you their lat/long. Leave those to Joe Noob to jerk around with. You've got more talent.

The targets you want to go after are the big money ones. A 88mm gun, a Bofors, a Pak, etc. You want to kill them from range with no warning without having to get up close and personal (and probably get blown away in the process). Thus, you will need a spotter. More than likely, since good spotters are so rare you may have to spot for other people.

Do not get into position and then say "Someone spot my rounds." This will not work. People are already running around doing other things, and even if they did want to spot for you there are so many random explosions and smoke going off that It's generally hard to tell one thing from another.

When you locate a target in your binoculars, all you have to do is put a mark or waypoint or call out a grid on the map, and if it's accurate, hell will rain down. Getting *direction* is easy. Once you center the target in your view, on your map you will have a vector to the target (using the range circle around your position). You just need to put the mark at the right range. Use reference objects. Tree- and shrub-lines will often occur at transitions from one field color to another. You may be able to determine location be looking at the field the target is in, and saying to yourself, "Ok the Bofors is along this direction and right at the beginning of the big brown patch of terrain." You may be able to use buildings as reference. Whatever you use, mark the target or call out the grid location.

Lat/Long vs. Grid

The "grid" system is just shorthand I use and eliminates ambiguity while speeding the process up. Generally a location will display on your map as "50.10.40 N, 5.43.26 E" or "51.03.38 N, 5.04.01 E" etc. Due to the area the game world takes up, lat/long will never be South or West. I condense the lines to the following (for the above two examples respectively): "501040 054326" and "510338 050401." Speeds up the process.

Getting Rounds on Target

You've got your target's grid (and have marked it with a Mortar Barrage waypoint) and you know your own grid. You can make the target grid your active waypoint so you have a direction to aim at. Only thing left is to determine the range setting. This is the easiest part. Latitude and Longitude are broken up as follows: **degrees.minutes.seconds**. Each 1 arc degree can be subdivided into 60 arc minutes, and each 1 arc minute into 60 arc seconds.

The difference between 50.10.**40**N and 50.10.**47**N is 7 arc seconds.
The difference between 50.**11.03**N and 50.**10.47**N is 16 arc seconds.

Each 1 arc second of Latitude (North/South) is 16.7 meters. Each 1 arc second of Longitude (East/West) is 13.2 meters. If you know the N/S and E/W distances (legs of a right triangle), remember from high school geometry that you can calculate the hypotenuse from Pythagorean Theorem. There are calculators and crap floating around that let you do this. **Or if you want to do it quickly, use a range table**. I have one handy that prints out nicely to one sheet of 11x17" paper (Ansi 'B') or can be scaled to print on normal 8.5x11" paper (Ansi 'A').

Mortar_Range_Table
.pdf

Take the arc seconds difference in latitude, compare to longitude, and easily look up the range! Set range on mortar, double check direction to target, and fire a 3-5 round salvo. It should land spot on, and if not the natural mortar dispersion should blanket the target. If your spotter calls it on, repeat fire mission until target dead. If you're off ever so slightly, if your spotter knows where you're firing from they can call "ADD 30", "DROP 10", "LEFT 10" etc to fine-tune.

Once you get this process down, you can have rounds *on target* within 45-60 seconds.

Fire Control

The Lead Shot vs. the Trap Shot

There are two ways of shooting at moving target. One is to lead the guy as he moves and at some point pull the trigger. I call this "the lead shot." It is not particularly effective. I used to use it as I thought that would be the most natural but it is not very repeatable. When you have to actually "pull the trigger" it is too easy to jerk the mouse and miss.

With "the trap shot" you pick a point just ahead of your targets path, and you visualize where he has to be for you to pull the trigger. Wait for him to cross that point, and shoot. It was a little odd for me at first but it is much more repeatable!

Hitting What You Can't See

Hitting what you can see is important, but so is hitting *what you can't see*. With the way bushes and shrubs render, beyond 100m or so they turn into "billboards." Any enemy infantry in them are effectively invisible. If you can see them in your binoculars though you still have a chance of killing them. Don't be afraid to unload on the bush the guy's in with "blind fire." Take a look at the shrub line, figure out which shrub he's in ("I can see he is in the third, light green shrub from the left"), remember that, and put 10 rounds into it. You'll either hit the guy or flush him out.

When Not to Shoot

There are times when it's really best to just not shoot at a guy. Don't just knee-jerk shoot at everything that moves.

- On a FB bust it's generally a good idea not to shoot. As soon as they smell sappers around they will put up all sorts of defense. Just sneak on in. Weapons tight unless spotted or fired on.
- Every time you kill a guy, *he respawns closer to your objective*. If you're working up on capturing a CP and some guys run out and away, let them go. Cap their CP, and kill them later.
- If you're blatantly outnumbered or have a number of enemy infantry coming your way, and have a chance in hell of being undetected, just don't shoot. Throw some frags out, or let them go by and shoot them in the back.
- The easiest way for the enemy to locate you is by the sound of your gunfire. **One shot** and they will know someone is around, but generally only know if they are close or far. **Two shots** fired close together, and they will know your rough distance and rough direction to be looking in. After **three shots** in succession someone with good ears will know *exactly* where you are and will come looking. If you can, maintain fire discipline. If you can't bag a guy in 1-3 shots and he's not coming directly for you, hold fire for a minute. Reacquire the target later and dump them.

Killing Anti-tank and Anti-air Guns

This is surprisingly difficult. The damage model and visual model for these things *do not necessarily match up*. That is to say, if you shoot a ATG crewman where you see his head, you may be hitting him in his arms, or not hitting anything at all. It is an issue that has been around for years. For now, we have to deal with it. Ideally you want to be able to kill these things with 1 shot and get the hell out. So we'll deal with these on a case-by-case basis.

As a preface point though, *the best* way to kill crewed guns is with a hand grenade. Toss one right near the crew, and it kills everything. In addition, it doesn't draw any attention to you. Enfields, MAS36, Thompsons, etc all make specific sounds and will draw attention to your location. Explosions are just generic sounds on the battlefield.

All of the following are valid as of the time of writing (1.28.7)

- **Pak36 3.7cm ATG** – Gunner sits on the right. A headshot to the gunner will result in an instant death and kill credit. Unknown where "headshot" exists on the commander.
- **Flak38 4.0cm AAG** – Gunner sits on the right. Headshot to the gunner will result in an instant death and kill credit. Same goes for the commander. Shooting anywhere else but the head results in almost no damage.
- **Flak36 8.8cm ATG/AAA** – Gunner sits next to the tube. Headshot to either the gunner or commander will result in an instant kill.
- **Pak38 5.0cm ATG** – Unknown quick kill spot. Use grenade or fire repeatedly on each crewman (5 rounds minimum per crew to ensure kill).
- **Pak40 7.5cm ATG** – Gunner sits on the left. Headshot to either crewman results in instant death.
- **Flak30 2.0cm AAG** – By far the most oddball of them all. A headshot on the commander will kill him instantly, *only if he is facing directly toward or away from you. Anything else and you will not hit him!* No quick kill spot that I can determine on the gunner, just needs to be shot multiple times in the torso.

Wrapping Up

Hopefully you'll find something useful in the information above. Ideally I'd like to see everyone capable of at least holding their own and having fun in game. It's no fun getting your ass kicked. Like anything else in game or in life though, to really better yourself or be the best you have to continuously improve. The game will change. Players will get better on the whole. You have to adapt to that.

Any time you get killed, take a second while waiting to despawn and figure out why. No, it isn't "because CRS loves the Axis, bias!!!" There was a simple reason. Identify it. If it's something that comes up frequently… **then stop doing it!** Likewise, when you are out gunning down piles of enemy infantry, keep in mind what they're doing that makes them easy to kill. Avoid making those mistakes yourself.

If you have any feedback or suggestions for the next release of this guide, or any questions, feel free to drop me a line.