I have written out some tactics that I have used before or that seem like they would work.

GR Squad Tactics

- Crossfire & flanking – the AI is very vulnerable to crossfire & flanking maneuvers because their attention is directed at last known enemy position.

- Securing buildings – assault windows & doors from outside, use frags, enter thru multiple entrances simultaneously. B sets up on door (prone), & A opens door then retreats. No easy method exists. You can go slow & careful or fast.

- Skirmish line – move forward in a line of two or three troops across, spread out & using cover. If you come upon an enemy who sees one troop, he will fall under the crossfire of the adjacent troops.

- Long-range cover fire – a sniper in a good position can cover the advance of other troops. He can also engage a target from long range allowing a flanking unit nearby to take them out from the side or rear.

- Suppressive fire - does not work well in GR because the AI's don't usually take cover. They usually return accurate fire. Grenades do work (for suppression). Grenades will scatter a large group & cause them to run for cover. A grenade will halt or slow their advance.

- Communication – you can have 10 preset chat messages in Options/Multiplayer. With practice very little communication should be needed. Elaborate complicated plans are not flexible enough.

- Situational awareness (SA) – a big part of the game is SA. This includes good use of map & IFF, audio clues, observation, proper use of terrain, familiarity with map & familiarity with enemy. **Best case:** See them first & shoot them in the back.. **Worst case:** They see you first & shoot you in the back.

- Leaning maneuver (peek-a-boo) – is more of a technique than a group tactic. Position yourself at the corner of obstacle so you are protected from enemy fire but can lean out & fire (using 'Q' and 'E' keys). Works well in prone position.
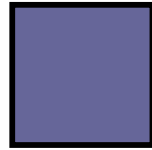
Then B finishes
them from a close
flanking position.

A engages from
long-range cover.

Formations

Hangar

B flanks

A Engages with fire

Crossfire Variants

B

A

A   B

Skirmish Line (for fwd movement)

A

B

C