



TACTICS GUIDE

The experts who teach battlefield tactics to the U.S. Army's military leaders share the secrets to victory in squad combat. ACG's exclusive Battle Book arms gamers with the **real** squad tactics that win on today's battlefields.

INTRODUCTION

Today's infantry rifle squad is a highly lethal combat formation on any battlefield. Team it with tanks, add a TOW anti-tank missile mounted on a HMMWV vehicle, and support it with attack helicopters and you've assembled a unit that can cause death and serious destruction to any enemy. Yet **leadership** remains the key to turning this potential into reality. A highly motivated, tactically proficient squad leader takes the individual Soldiers and their various combat systems and transforms them into a synchronized, high-performance team.

The purpose of this Battle Book is to provide gamers with the critical, **real-world** tactical skills needed to turn that potential into reality while playing Atari's exciting and realistic **Armed Assault** game. The book covers basic squad organization, offers numerous keys to success for both the squad and the squad leader, and provides expertise on how to fight and win in four typical combat missions that gamers may choose in **Armed Assault**.

If you're ready, lock and load and let's roll!

WELCOME TO YOUR UNIT, SQUAD LEADER!

Congratulations! Based on your prior performance you have been awarded the key position of squad leader of an infantry rifle squad. Your squad consists of nine Soldiers, including yourself. Your first task is to mold these individuals into a smoothly

functioning team; yet this will be difficult and challenging.

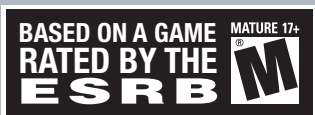
Your first decision is **how** you will organize and equip your squad. A good recommendation is to take your eight subordinates and organize them into two fire teams of four men each. This assists you in command and control and enables you to conduct operations in multiple locations. Assign a competent, reliable and knowledgeable Soldier (equipped with a rifle) as fire team leader to head each team. He will take orders directly from you but must also be capable of leading his three-man team in independent action should the occasion arise in the heat of battle. In addition to the team leader, each fire team consists of one other rifleman (equipped with a grenade launcher), a machine-gunner and an anti-tank weapons specialist. As squad leader, you may request additional weapon systems to assist you in accomplishing a specific mission, based upon the tactical situation. Your goal is to create a deadly combination that requires only your quality leadership to succeed in any mission.

WHAT MAKES A SUCCESSFUL INFANTRY RIFLE SQUAD?

A successful infantry rifle squad must be able to maneuver, shoot and communicate as a **team**. Individual heroics – the image of the “one-man Army” – belongs in Hollywood, not on a real battlefield. Modern armies win through **teamwork**, without which there is little chance to accomplish a mission.



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Let's examine each of the squad's critical functions more closely.

Maneuver – The ability to move your squad to positions on the battlefield that give it an advantage over your opponent is a vital element for success. An effective squad must:

Avoid maneuvering on exposed terrain such as open areas, streets or on hilltops. The squad must also avoid maneuvering at predictable times.

Attempt to use movement routes in which the enemy does not expect the squad to use.

Conduct a route reconnaissance whenever time permits.

Understand how to synchronize tanks and other support vehicles into the maneuver plan.

Strive to conduct flank attacks on an enemy instead of costly frontal attacks.

Utilize correct movement techniques and formations that are best suited for the specific terrain and the expected opposing enemy force.

Effectively use battle drills that allow the squad to react instantly to enemy contact.

Understand the critical relationship between fire and maneuver.

Shoot – The squad must know how best to bring its considerable firepower to bear on an enemy and must understand how to coordinate its fires to ensure the destruc-

tion or defeat of the enemy force. An effective squad must:

Utilize its firepower to assist the squad's ability to maneuver. It must establish a good base of fire to support maneuver during contact.

Understand the capabilities and limitations of **each** weapon system available to the squad.

Know what combat capabilities (armored vehicles, heavy weapons, helicopters, etc.) the enemy possesses so that it can use the most appropriate weapon to defeat the enemy's weapon systems.

Use proper fire control during engagements to conserve ammunition.

Develop engagement areas to facilitate target acquisition.

Designate target reference points to most effectively orient squad weapon systems.

Plan for adequate resupply of ammunition.

Communicate – The members of the squad must be able to talk to and understand one another. During the heat of battle this is difficult but absolutely essential. An effective squad must:

Ensure the squad leader has verbal and visual control of the squad. This can be challenging in different types of terrain.

Ensure all Soldiers understand what the squad is attempting to accomplish and what each person's role is in making that happen.

Know where every Soldier in the squad is at all times. This assists in making quick



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decisions and helps to eliminate unnecessary casualties due to fratricide (so-called “friendly fire”).

Use SALUTE (Size-Activity-Location-Unit-Time-Equipment) reports to pass along vital information during the heat of battle.

Position Observation Posts (OPs) in key areas to ensure critical information is obtained about the enemy and to prevent the squad from being surprised.

THE MISSION SCENARIOS

On the following pages are a series of four potential missions on which you may be ordered to lead your squad. For each, the Battle Book will provide tips and guidance – based upon **real** combat tactics – on how your squad should maneuver, shoot and communicate. Each mission is accompanied by a “screen shot” illustration of terrain like that in a specific scenario of Atari’s **Armed Assault** game. Before reading the text, however, look closely at the terrain. Visualize how your squad – and your **enemy** – can utilize it to the best advantage.

Here’s the current situation as you know it:

The unit has recently arrived on the island of Sahrani. Like the other squad leaders, you have fully prepared your Soldiers

mentally and physically for the intense combat that is now imminent. Your equipment is in excellent condition and your squad has a full basic load of ammunition. You are confident your men are ready for any mission your platoon leader assigns.

Earlier today, your platoon leader ordered you to maneuver your squad to a terrain objective in hostile territory and then await further instructions. After receiving that order, you devised and executed a plan that successfully enabled you to reach this initial objective. Several keys elements led to this achievement: an excellent reconnaissance of your movement route; vigilant security throughout the operation; the employment of several maneuver techniques suited to the terrain; a squad ready to conduct various battle drills the instant a situation dictated it; and superb teamwork and communication during your movement.

After seizing this initial objective, you set out all-around security and order your squad to clean their weapons and conduct pre-combat checks. Suddenly, your platoon leader calls you on the radio. Your heart beats a little faster and you pull out your squad notebook and prepare to copy his transmission. Your intuition says something **big** is going down.



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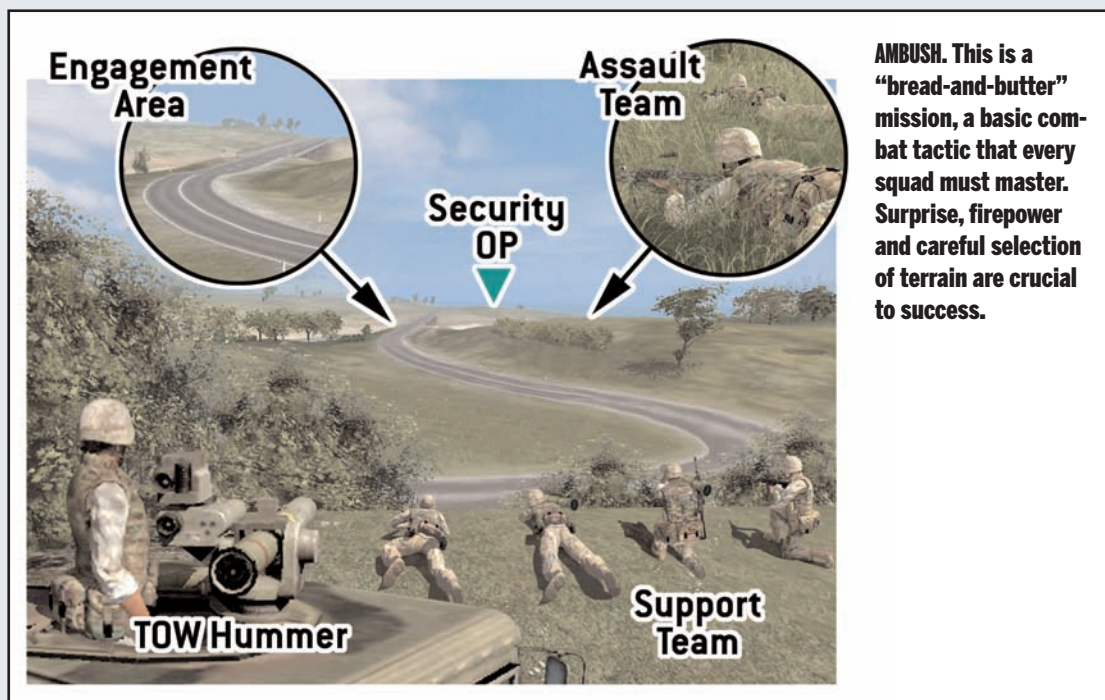
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AMBUSH. This is a “bread-and-butter” mission, a basic combat tactic that every squad must master. Surprise, firepower and careful selection of terrain are crucial to success.

GREGORY PROCH

QUICK KEYS TO SUCCESS:

Determine an engagement area (kill zone) that sets the proper conditions for a successful ambush.

Don't give away your position prematurely by firing too early.

Control your fires and ensure you engage all targets in the engagement area quickly.

As squad leader, place yourself in a location to control the ambush.

Hooah! The squad made it into the ambush position and has picked up a valuable attachment – a TOW anti-tank missile mounted on a HMMWV (Hummer). This weapon system is a terrific combat multiplier. Your squad is facing a high-speed avenue of approach along which enemy vehicles are likely to arrive. You're holding the high ground, but until the TOW Hummer came along, your squad lacked the range and firepower to fully exploit your position against a fast-moving enemy column with combat vehicles. Now you have to put this system into action – but it doesn't come without strings. You have to protect it.



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Maneuver. Your mission is to conduct an ambush. This sounds easy, but it's a deadly business requiring planning, discipline and skill. As a hardcore infantry squad leader, there are a few basics you must remember before you go into action. An ambush is a surprise attack from a concealed position on a moving or temporarily halted target. It is initiated by a casualty-producing burst of fire from your most lethal weapons. Once the firing slows, you will search the engagement area for intelligence and prisoners. The key to success is speed.

The TOW complicates your ambush. While it can strike the enemy from a range exceeding that of any other weapon in your squad, it has a distinctive signature that will draw enemy fire to its gunner. However, the need for mobility is **why** the weapon is mounted on the agile Hummer. You should **not** co-locate your TOW with your infantrymen because, although the TOW can "shoot and scoot," any infantrymen near it can't easily move to avoid the enemy fire directed at the TOW. Conversely, if the TOW is remote from your squad, it will draw enemy attention away from your men. An additional advantage is that the weapon's extended range and optics act as security and early

warning while doubling as the initiator of the ambush. Remember, however, that the TOW has a slow rate of fire. It will probably be a "one shot wonder" given the speed with which the action unfolds in a successful ambush.

Your mission is to conduct a deliberate point ambush at a single area. You must decide, however, if you will use a linear or an L-shaped ambush. In a linear ambush, you place both your assault and support elements **parallel** to the enemy's route. Both elements are on the long axis of the kill zone, flanking the enemy's route of march. You would use this formation in close terrain that restricts enemy maneuver.

The L-shaped ambush also places the assault element on the long axis of the kill zone parallel to the enemy's direction of movement; but in this case, the support element forms a blocking position on the short leg of the "L" at a right angle to the assault element. This stops any enemy attempt to race through the kill zone and also provides flank **and** enfilade fires. The pros prefer this technique.

Shoot. To execute an ambush, you need to designate an engagement area (EA) – the kill zone where the enemy will die! You



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will observe the EA with small security elements that will warn you of the enemy's approach. One fire team acts as the assault element and the other acts as the support element. Each "owns" a designated portion of the EA for delivering fires. As the squad leader, you control the rate of fire and call the cease-fire. Once the fires wane, you launch the assault element into the EA. The support team will cover the members of this element while they search the EA for intelligence and prisoners.

Here are some tips: Use existing (or reinforced) obstacles in order to keep the enemy in the kill zone; equip security teams with anti-tank (AT) weapons and claymores; and use security elements to isolate the kill zone. Assault into the kill zone to search for dead and wounded, to assemble prisoners and to collect enemy equipment.

Communicate. Ambushes are **waiting** games. Once the squad is in position, you must troop the line to keep the men alert and ready for action at a moment's notice. When the security element warns you that the target is approaching, take a central position from which you can talk to your troops and see the kill zone. Use your team leaders to control the fires. You will talk to the TOW by radio, and it should fire the first shot. Once the TOW fires, it should move. Then it can over watch the engagement area and prepare to interdict any enemy reinforcements while you finish the fight.

Once the target is immobile, send in your assault team to sweep the area for intelligence and survivors and to complete the destruction of enemy equipment. When this is done, throw smoke and then pull out. Remember that your squad is not secure until you leave the area; enemy artillery fire or air attacks could be inbound. Be precise. Be quick. Be in control.



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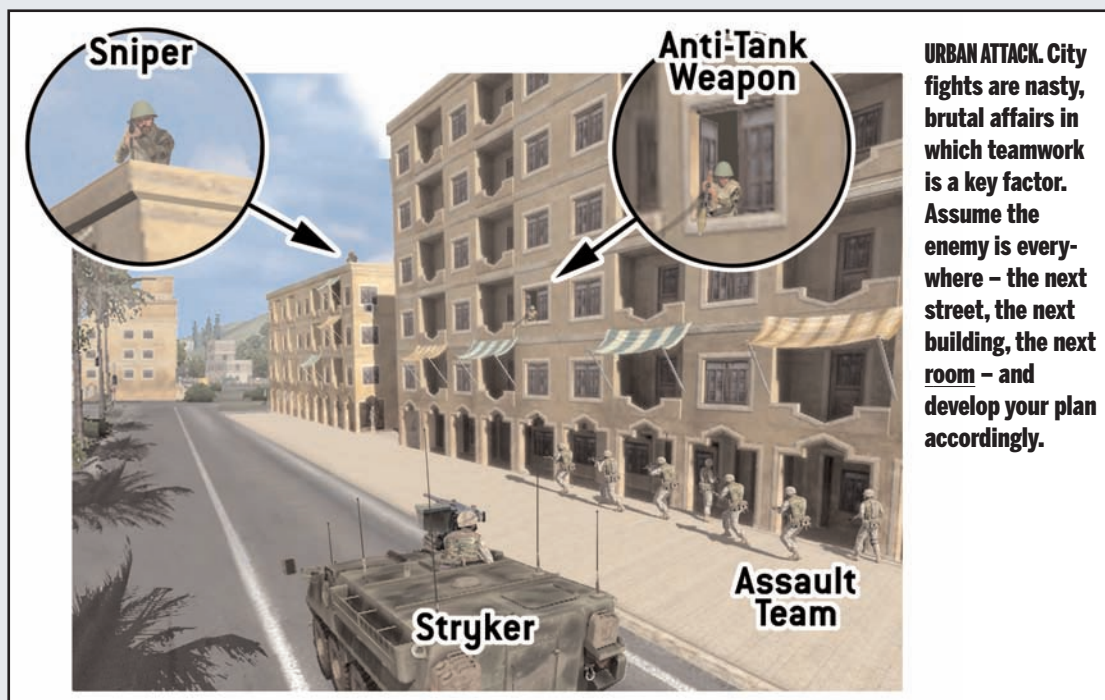
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URBAN ATTACK. City fights are nasty, brutal affairs in which teamwork is a key factor. Assume the enemy is everywhere – the next street, the next building, the next room – and develop your plan accordingly.

GREGORY PROCH

QUICK KEYS TO SUCCESS:

Patience is critical; don't hurry your actions.

Be prepared! Your enemy can hide and shoot from multiple directions.

Choose weapon systems that are effective in urban terrain.

Utilize smoke as well as hand and arm signals to communicate.

Your squad has made it to town. Along the way, you picked up two Stryker vehicles, adding to your current strength of one squad and the attached TOW mounted on the Hummer. You are now in great shape to advance through the town. In fact, the Stryker was specially designed for just such an environment. It is neither too heavy nor too light, it can move infantrymen quickly and securely, and it has armor protection. Strykers are especially effective in built-up areas, where they can establish security positions near buildings while dismounting squads literally at the door of a targeted



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building. Each vehicle brings a 14.5 mm gun and two machine guns – excellent weapons for a city fight. Manned by a two-person crew, the Stryker has a range of 300 miles and can reach speeds of up to 65 mph. You must integrate these capabilities into your squad team.

Maneuver. Your mission is to clear the town by removing any enemy resistance within it. You don't know where the bad guys are, so this will be a movement to contact. You will need to **find**, **fix** and **finish** the enemy. One of your fire teams should lead the attack in order to **find** the enemy. One of the Strykers should follow behind, flanked by your other team. The Stryker uses its mounted weapons to **fix** the enemy while your trailing fire team maneuvers to **finish** him. The TOW Hummer is kept to the rear to respond to any enemy armor that may be discovered, since Strykers don't have that capability. The last Stryker should be in trail (last in the column) as a reserve. It can reinforce your forward elements should the fight grow too intense, and can open up new avenues of approach to any isolated enemy position.

Shoot. The urban environment is truly three-dimensional. The enemy can fire from multiple levels – from below ground, in sewers; from ground level, inside buildings; and from the rooftops above. Generally, enemy machine guns are placed in sewers and on bottom floors of buildings. Anti-tank systems go on ground- and mid-level floors while snipers and mortars lurk on rooftops. The urban defender will turn intersections, parks, courtyards and other open areas into engagement areas.

Your troops should NOT travel in the open down the middle of a street. They should hug the walls of buildings and focus on the lower floors while vehicle operators scan the mid and upper levels. Your dismounted infantrymen engage targets at ground level, where they can visually direct vehicle fires against well-prepared enemy positions. Ground troops can maneuver on the enemy while your opponents are pinned down by the heavier guns on your vehicles. The high rate of fire delivered by the vehicle-mounted weapons will push the enemy away from windows and doors and allow your foot Soldiers to get in close.

You will want to make heavy use of grenades, grenade launchers and shoulder-fired AT weapons in order to engage upper-



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floor targets and keep enemy AT weapons from getting a “top down” shot on your vehicles.

Communicate. Communicating during a city fight is often extremely difficult. The environment is typically “close quarters” and the buildings amplify the sound of gunfire, making it deafeningly loud. You will have to rely on radios to talk to your vehicles, and communicating with your dismounted troops might require extensive use of visual hand and arm signals.

It is key that your support vehicles know where your troops are so that they don’t fire into buildings your men have entered. A good technique for preventing this is to throw a colored smoke grenade outside the door or window of the building in which you’re located. For this to work, everyone must know what the colors stand

for; for example, green smoke means “friendlies are inside – don’t fire,” while perhaps red smoke means “fire it up!”

You should also mark every building your guys have already cleared so that follow-on troops know which areas are clear and which are not. A chalk mark “X” on the entrance or an outside wall will do the trick.

Most important, don’t rush a city fight! Take your time. Find the enemy with the smallest force possible, then fix him with intense fires. Then you can close on and finish him off by maneuver. If you maneuver too soon, you can find yourself smack in the middle of a lethal danger area – the enemy’s kill zone as he turns the tables and ambushes you. Watch out for snipers and AT weapons and don’t lead with your vehicles; a defender will surely see your Stryker before your Stryker sees him.



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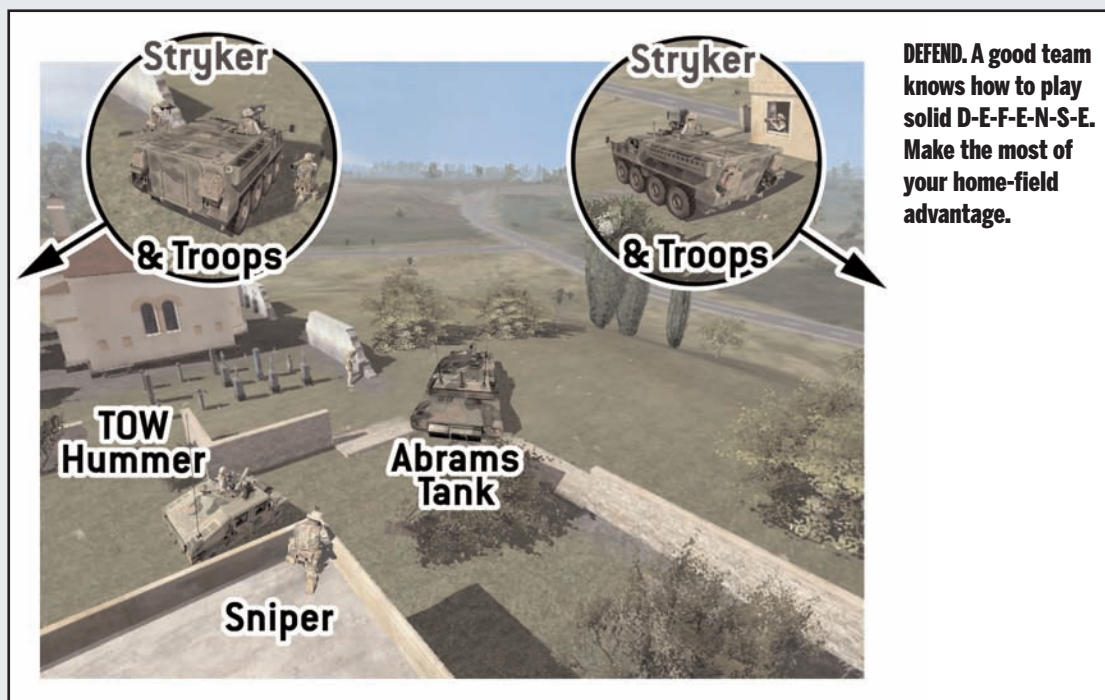
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DEFEND. A good team knows how to play solid D-E-F-E-N-S-E. Make the most of your home-field advantage.

GREGORY PROCH

QUICK KEYS TO SUCCESS:

Utilize the capabilities of all weapon systems.

Fire control and distribution of defensive fires are critical.

Select and build an expected engagement area within which you intend to destroy the attacking enemy force.

Be flexible! Designate a reserve whenever possible.

Good job, Killer! You cleared the town of bad guys. However, successful attacks come at a cost – enemy forces often counterattack. We expect enemy forces to come back and try to retake the town. They'll launch from the wood line, and that's bad news. The good news is that your combat power is growing again – your commander has attached an M-1 Abrams tank to your squad!

This baby is a real beast of battle. It weighs nearly 70 tons and sports a 120 mm main gun that can hit point targets out to 3 kilometers. If that isn't enough, it also brings in a "Ma-deuce," an M-2 .50-caliber



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machine gun and a coaxially mounted 7.62 mm machine gun on the turret. Its armor is impervious to all but a few AT systems and can take a frontal shot by any enemy tank. This weapon is a welcome addition to your defense.

Maneuver. You can now build a real combined arms defense with your infantry squad, two Stryker vehicles, one Tow mounted on a Hummer and an Abrams tank. You can deliver sustained fires out to 3 kilometers. Use your TOW to kill enemy tanks, and use your tank to destroy enemy Infantry Fighting Vehicles. Your Strykers can also kill Infantry Fighting Vehicles and infantry. Likewise, your troops can use their individual AT weapons against enemy vehicles while fighting off opposing infantry.

The keys to a successful defense are preparation, security, disruption and flexibility. You get to **prepare** the position for defense since you own it. Assess enemy avenues of approach and cover the most likely ones with concentrated firepower while watching other possible avenues. Be ready to shift your forces if the enemy chooses an unexpected route. Troops should use buildings for cover. Place heavy weapons on the lower floors and AT and

snipers on the upper floors. **Security** is achieved by placing infantrymen on the rooftops and upper floors of buildings that provide long-range, bird's-eye views of the battlefield. These men will tell you when the enemy is on the move and where he's headed. Use your vehicle-mounted weapons to **disrupt** the enemy formation by engaging the most dangerous targets at maximum range. As enemy armor weaves to duck your tank fires, your Strykers and TOW will get devastating flank shots. Designate a reserve to provide **flexibility**. Use a mobile platform for this – perhaps a Stryker carrying an infantry element. This backup force will be able to shift combat power to wherever you need it.

Shoot. You will need to build a designated engagement area. Pick the point where you want the enemy to die, and then focus your fires there. Assign target responsibility to the sub-elements in your unit. Subdivide your EA, giving responsibility for ranges and targets to designated teams to achieve fire control and distribution – it is not helpful if all your weapons open up on the first target arriving in your EA. Let the proper system engage at the proper range.



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Communicate. You will need radio communications to control this fight. Your forces will be dispersed and out of visual contact with one another. You control by knowing **where** they are and **what** their responsibilities are. Make sure everyone knows each other's call signs so that anyone can call the tank or TOW to identify approaching targets and threats. You should try to position yourself in a place that allows you to see the entire engagement area. You must be able to assess the effectiveness of your fires and be ready to move your most mobile assets to alternate positions in order to counter attempts to bypass your engagement areas.

Should the flow of combat make tactical repositioning necessary, use a visual signal to trigger it. For example, you may want your tank to hide a few blocks back in order to prevent the enemy from spotting it. You then can allow the enemy to advance part of the way into the EA and totally out of the wood line, with the idea of springing your tank as an unpleasant surprise to the now-committed enemy force. Since your tank can't see the approaching enemy from its hide position, you will need to fire a red star cluster to trigger the tank's movement and initiate fires. This little surprise can be very disruptive to the enemy attack.

Good luck and good hunting!



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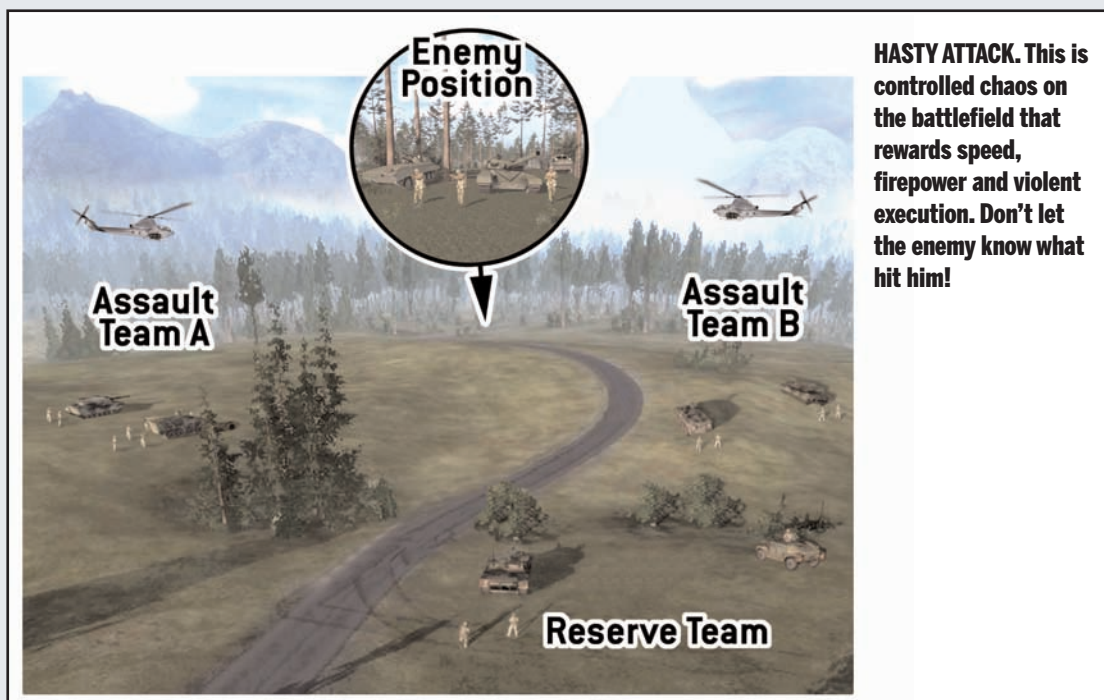
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HASTY ATTACK. This is controlled chaos on the battlefield that rewards speed, firepower and violent execution. Don't let the enemy know what hit him!

GREGORY PROCH

QUICK KEYS TO SUCCESS:

Don't be predictable in time, location or method of attack.

Choose movement formations and techniques that facilitate maneuver.

It is critical to coordinate fire and maneuver.

You must make decisions quickly during a hasty attack. Consider the "what-ifs" and have a plan ready ahead of time for instant reaction.

You've beaten back the enemy attack and now its time to finish him off for good. Your success has been rewarded yet again; you will receive two more Abrams tanks **plus** two attack helicopters. Your squad is beginning to look like a combined arms company team with your infantrymen, three M-1 tanks, two Stryker vehicles, one TOW Hummer and two attack helicopters.

Your attack helicopters add to your team a critical third dimension – air attack. They can fight in adverse weather, day or night. Onboard avionics allow the helicopters to acquire targets and fire on them at extended



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range. They can support your attack from standoff distances, firing TOW missiles, rockets and 20 mm rapid-fire cannon.

Maneuver. This mission is a hasty attack and its success is based on surprise, concentration, tempo and audacity. You gain **surprise** by attacking in an unexpected manner in terms of time, place or method. Given the weapon systems available to your squad, a night attack would be an excellent choice. You can **concentrate** the effects of your firepower without massing your forces, which would make them vulnerable to enemy fire. Use supporting efforts to fix the enemy positions while your main effort maneuvers. **Tempo** is the rate of action; it is not principally speed, but rather regulation of the pace of fire and maneuver. Go slow while achieving fire dominance, then go fast when the enemy is fixed. Be **audacious** when planning your attack – knock your enemy off balance at the beginning and don't let up! Put your infantry in the Strykers and dismount them when you close on the objective. Tanks – shock and firepower under armor protection – must be part of your main effort. Your Strykers, TOW and attack helicopters are excellent fire support platforms. Remember to designate a reserve, which can be a sin-

gle tank or a Stryker with an infantry element on board.

Movement to the objective is important. Designate a formation and technique. You may want to bound teams (move in short, controlled rushes) across the open area to the wood line. If you feel the enemy position is extremely weak, then you could execute a controlled frontal assault with all your elements on the move. Your best bet, however, is for one element to engage the enemy while another tries to flank or envelop his position. Your attack helicopters will be invaluable in this effort, given their aerial view of the battlefield.

Shoot. Your next step is to plan for fire distribution and control. Consider making three teams: One team with a tank, Stryker and Cobra; another team with a tank, Stryker and Cobra; and an over watch team with the TOW Hummer and the last tank. The latter one could be your reserve.

Whatever mix you select, you must create maneuver and supporting fire elements and assign them objectives and targets. Since this team has not worked together habitually, you need to be directive with your fire control measures. You can assign responsibility by target or objective, or you



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can divide the battlefield by terrain feature. For example, A Fire Team can fire to the right of the road, and B Fire Team can fire to the left. You may want to cut off supporting fires into the tree line once the infantry reaches it, or limit fires to vehicle-mounted weapons with clear visual observation of friendly forces. You can also control fire by time and location of adjacent units. For instance, A Fire Team fires until B Fire Team crosses the creek bed.

Communicate. Once again, you must rely on the radio for control. Everyone is on the move in the air and on the ground.

You should ride a combat vehicle, and be up in the hatch where you can see the fight develop – unless you choose to execute a night attack. At night, you will probably want to go forward. Once again, smoke and flares are excellent visual signals. Use smoke to designate enemy obstacles and friendly breach points, and use flares to lift and shift supporting fires as the assault element prepares to cross the objective. You can also use a different color flare to signal your troops to dismount and begin final clearing of the objective.

Good luck on your final mission, Squad Leader!

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