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Techniques

A Trap

How would you best take out a heavy tank sneaking round the corner of a building?

Well, just hiding and open up when you get LOS may be a good way when your gun happen to be pointed in the right direction.

However, if the tank comes from an unexpected direction, not anticipated by neither you or your brave gunners, you may well find the beast on your six.



This is why I have developed a technique of getting at the big ones wherever they come from. Obviously, you need to turn the gun in order to be able to open up your first round. If you haven't got LOS, aiming at the tank won't do any good. This is where the AT-trap or ATrap comes in handy:)

Here it goes: Instead of hiding and sweating, seeing 65 tons of disaster roaring near, you need to act - and fast too.

Lay out an area fire ball (dark yellow) in the tanks vicinity. Make SURE you get LOS to this area. When the gun starts to traverse - make ready for the defend mode. That is, open up the command window for your gun, OR even better, make ready to press the N key. Then, BEFORE your round is fired, press defend.

Offcourse you mustn't let the area fire round go off, or the enemy will go to work on your ass with a pair of pliers and a blowtorch. He'll git Medieval on your ass...

In defend (or hide if lots of enemy units are visible) you just have to wait for your turn on the shooting range. As he rolls in you will be all alert, not tending your mortars or anything stupid like that, and voila' - scratch one Tiger. Easy, huh?

Nah, not really, actually. Lotsa stuff can go wrong here, but at least you acted, not reacted. That will make you feel better, going home in the one way transport flight.

Magic Carpet

As I've suggested in me Tactics section, attacking with a less important unit may albeit heavy losses be worth while, instead of risking your more qualified forces.

Often, as your teams feel out a house, it starts to rain grenades and your cautious move turns a screaming, bloody mess. Sometimes you HAVE to make the attack allthough you strongly suspect heavy resistance. This is when the "Magic Carpet" technique comes in handy.

First, suppress the suspected location of the enemy. Then, NOT sneaking, move in for the initial feel out.



Second; when you see the enemy, charge immediately and open up with your supporting teams. As this happens, the defenders will most likely spend most of their grenades, morale and demolition charges fighting your vanguard team.



Third; as your charge disintegrates, move in your backup team, which preferably is a heavy duty one. Now it is time for the Close Combat. On this particular attack, the enemy even decided to switch location during my charge. This is not usual but it doesn't matter.

Don't worry about the remains of your first attack, grenades will be pouring through the windows anyway and maybe the other way as well so here speed is essential.

Follow through the attack by making sure there is no one left to disturb or counter attack.

Remember, you've suppressed, pinned and hit the enemy, taking casualties doing so. Don't let him get away and recover. "No prisoners!" is the order of the day. (Hey, it's a game, right?)

In these last pics, you may see that the precious BAR team never gets hit. This is due to the enemy's shortage of grenades, suppression and the momentum of the attack. They never get to hit back.

| | Allied Losses | | German Losses | |
|-----------|---------------|-----|---------------|-----|
| | KIA | MIA | KIA | MIA |
| Infantry: | 4 | 0 | 7 | 0 |

The result: Scratch one Schutzenteam for the loss of an ad hoc team. Quite a bargain I'd say. Let's move up the armour.

HE 'em

A too common way to lose your armour is when you have to move in order to get line of sight to a powerful tank, blocking the way to Berlin. For these occasions, a top zoneplayer named Adml_Kirk, has developed a fearful technique to fool the AI or a stupid opponent like myself. He calls it HE 'em. HE as in High Explosive. The trick goes like this:

You need to make the eager loader in the tank load HE instead of AP (Armour Piercing) rounds. To achieve this you must bait the hook and with something tasteful too. Check the picture. A pair of squads have attempted to rush and take the bridge and gotten mowed down.



This looks like a tough day for the allies but wait: The poor troopers were the bait, the squad on the bridge became the squid on the hook. Now check the status bar for the enemy Blue Marlin.



Strangely, your military intelligence tells you that this fish has started to load HE into his gun. Still you haven't got the sought for LOS but since you are a fast mover, you move fast.



As the Sherman peers out through the branches the Mark IV goes up in smoke. All thanks to a easy trick, but a hard one to counter.



All you have to do now is get the burning wreck out of the way and roll on towards Berlin. But watch out! The bridge is slippery when wet!

Countermeasures.

So, you wonder how to avoid this trick being pulled against you? Why not try to set your tank or gun in hide mode or sneaking it away from the charging infantry. You also have to move up a MG or a halftrack to take care of the soft targets instead of your tank.

Fesser Beute!

Techniques part II

Thunderstruck

Many players don't realise how useful mortars can be if used properly. That is, until they've been used properly against them.

To just hold them back and save them for higher purposes makes no medals.

However, deploying with line of sight to a location where you'd like your grenades to land makes mainly Purple Hearts.

OK, 'nuff talked. Let's look at the simple but effective and thus frustrating technique of "Thunderstruck".



First, during force selection face, you need to consider not only which mortars that will do the job, but also what troops you'll need to support them.

The job to do depends on whether you'll be attacking or defending. If attacking, it is unlikely that the enemy will be able to mass forces in order to perform behind the lines ops. Conclusions: a group of infantry and a tiny AT capability should be enough. See these troops as your reserves every ace keeps in store to back up a nearly successful attack. While they wait for orders, they may just as well serve as bodyguards for your indirect fire units. If defending, mortars gradually end up closer to the front line. They then need a wall of guards. Don't forget the tank defence. Remember the advantage of the halftracks in speed over the unmotorised mortars, both in advancing and retreating.



In deployment face, try to put the mortars as close to the enemy as possible, without exposing them to enemy line of sight. Two mortar teams possess about 60 rounds that will harass your opponent enough to become a vital target - he might even expend his forces trying to take them out.

If you're attacking, they will have a hard time following the attack if you deploy too far to your homeland.



During the battle, use the mortars *only* when you are in contact with the enemy hordes. To fire blindly at a hidden halftrack or group won't do much good. The first rule is: keep a team observing the target. The second is: use mortars mainly for support, not killing the enemy single handed. That is a costly and slow process.

When a worthy target shows up, try to concentrate both direct and indirect fire on the target, in order to take them out quickly, at minimum ammo expence.

A last hard learned experience, don't forget to hide between the different tasks for the team, 40 rounds are just 40 rounds.

And *never, EVER* pick the 60 mm mort.



It took eight mortar rounds to take out the Schutzen team in this set of pictures, due to the close range and the infantry support, providing additional suppression fire.



No LOS but No loss

In urban warfare, line of sight (LOS) is the most significant terrain aspect of the warfare, followed by protection and visibility. There are, however a way round the problem of acquiring los in Close Combat 2. That is to use the for urban assaults intended engineer vehicles such as the Flammenpanzer, the AVRE or StuH 42. The trick is to use the awesome blast from the HE rounds or the massive fire ball created by the flamers.



As you can see in these pictures, the StuG III tank killer gets popped without the british tanks having to expose themselves to the 76 mm gun of the StuG.



Be careful when you move in for the kill though, there may be hidden los through windows in some buildings. Also, the blast isn't surely going to kill the opponent and then the AVRE with its reload time is a sitting duck. In the lower picture, the Croc needed to move closer since the torching of the house wouldn't do the trick. Hence the many fires in the nice Dutch villa. The AVRE can take out big Jerry tanks lurking on the other sides of houses but you never know. Finally, about the StuH42 and the 105 mm Sherman; they have a much lesser punch than the AVRE so buy Flammen Panzer or AVRE instead. Now, go out there and make them LOSe!

Tactics

According to the legendary Carl von Clausewitz, tactics is how to win a battle, strategy is how you by winning battles, win the entire war.

Apparently, strategy is a thing occupying politicians, generals and other commanders. Also apparent is that when it comes to the game Close Combat II, the only strategy aspect is the decisions of attack, cease fire or withdrawal, as well as when and where you should spend your requisition points.

Tactics, however, is the most fundamental parameter in the game. If you don't consider the different tactical decisions you have to make, before and during the battle, you simply won't beat a skilled opponent.

A big help in making a correct tactical decision is the basical principles of war, more or less adopted in most of the worlds fighting forces. I have tried to adapt these to make a match with the game. This needed little work since the game is realistic in many ways.

The italic comments are made by the top CC2 playboy of the zone: Bill_SWE

The result are:

Identify and stick to the objective

Keep up a good spirit

Act offensively

Concentration of force

Movement

Coordination

Economy of means

Flexibility, leading to freedom of action

Surprise!

Simplicity

Security

Identify and stick to the objective

Often the creator of a battle maker has defined a specific victory location like a bridge or a tactically important house and this also is the real key to victory. Sometimes the key is more hidden and doesn't reveal itself until a good way along the path of battle. In both cases you simply have to make your mind up to what is the objective. This very often has to do with the line-of-sight at different places on the map, that is if you posses movable weapons that can strike hard from the place.

Also, the possibility of getting protection from direct and indirect fire will be a factor in determining the objective. Sometimes there will be several key sites to go for and there may even be whole areas, i.e. the VL is situated on a field or in a wood.

When you have determined which units are needed and appropriate for the task of securing the objective you must not split the forces up or charging after retreating enemy units in order to score a cheap hit. This will make you more vulnerable and eventually make you lose your momentum or hold of the objective.



Bill_SWE says:

Ask yourself the following questions when checking the map pre-game:

- 1. How many points is available?*
- 2. What is the objective?*
- 3. What units do I need to achieve it?*
- 4. From where can my weapons / support units be effective?*
- 5. What does the cover consist of and what does it look like?*
- 6. Is there any obvious points of attack?*
- 7. What can I expect to be up against?*
- 8. Can I afford / Do I need reserve units?*

Make a plan from these questions and stick to them for as long as you can...

Keep up a good spirit

This is simple: NEVER let your troops stick it out in the hailstorm of enemy fire if you have the opportunity of moving ´em out.

For sure they will be less eager to stick their helmets up over the windowsills if a steelrain is coming through the walls. Also, the enemy may well charge the house and not even a war machine like you would be firm with your grenades and bayonet if you lay belly to the floor. Remember: If you face a threat your ad hoc, baz or suppressed Assault team can´t deal with - GET THE HELL OUT OF THERE!!!

Bill_SWE says:

If you hide your troops taking fire, the less the risk it is getting casualties. If you move them out of there, this factor increases by a factor of 10. Obviously, if you are surrounded the situation changes somewhat... Stay alert! Act before you lose morale!

Act offensively

Besides making the game more fun (do not apply to real life), an offensive tactic is also very effective performed in the right way. Most of the REAL good players on the zone are surprisingly offensive.

In order to lead the action of the battle you definately have to act, not react. If the enemy decides to chop you up piecemeal, you will definately face a hard time explaining to your superiors why you didn´t bring the war to the opponent.

Example: You hold a crucial building with your brave troopers. They have spotted an enemy Flammpanzer that may well move up and fry your men. This calls for action. Move something up with ability to take the blowtorch out before it gets within 60 metres range of your troops. When it has started to move you both risk not being able to get long range LOS and worst: You´ll have to abandon the position.

By preventing the flamer from moving up, you have taken the initiative and just need to hold it. Remember, taking the initiative is dirty work, but taking it back is even dirtier.

ACT AT THE DECISIVE TIME AND POINT OF THE BATTLE!

Remember: offensive does NOT mean keeping your soldiers on Fast Move all the time. Try it and you'll see why.

Bill_SWE says:

Always try to be one or two steps ahead of your opponent, remember: "No points for 2nd place". Acting offensively goes hand in hand with keeping a good spirit in many ways.

Concentration of force

Or in other words, maximise troops available. This means: You will most likely be unable to defend all parts of the map in a defend map, and the same way around be unable to advance in all areas of the map when attacking. Since you have made your mind up about what is your objective :), the next thing is to make sure you have sufficient units to take and above all, hold the objective. A spin off from this is dealt with in the coordination section.

Just keep in mind that more than two small units in one place will make it very cramped and the poor boys will be easy targets for MG, mortar or tanks. Probably most of them won't be able to return fire, every soldier's biggest relief.

Does the game include this morale improving feature??? It should, cause it is a fact.

Bill_SWE says:

Make an evaluation of your available points for each scenario. You need "the 2 Q:s". Quantity and Quality. Buy units to fulfill both these needs.

Movement

Nothing grows on a rolling stone. But it sure does on dunghills. No, this has nothing to do with the author's chesthair, it is a way to win games on the Internet Gaming Zone.

Even if you have scored well against the computer AI by sitting back, you will probably gain only the unpleasant reputation of being a "camper" when you're up to a real player and just wait for him to move and expose himself.

This does not apply to when the preferences are you need only to "defend". Still, a balanced mix of fire, movement and cover is sure way to challenge the best.

The risk of getting suppressed, pinned and finally taken out by a more mobile enemy is much less if you sneak around, looking for openings in his lines. Then, when you have found one, strike down upon him with great vengeance and furious anger.

One of the masters of movement in the right moment I think is JanneN, who never lets his GI's feel the heat while himself is in the rear with the gear. Instead he moves them out through the backdoor so you'll have to expose your force even more in order to get at them. Also he has the feel for when to counterattack. A very good player knowing his tactics.



Bill_SWE says:

Movement is vital for you to be able to act. Always think before you act. Always provide good, sufficient cover for your advancing units. Rushing them ahead without a plan will send them six feet under faster than you can yell "Hit the deck!" Movement is one of the three elements of combat. The other two are fire and cover. Only through the use of fire and movement can victory be achieved. Cover is a necessity to make fire and movement possible. The concentration of fire and the speed in the movement is vital for the outcome of the battle. Command is a prerequisite in order to use fire and movement effectively.

Coordination

A lone tank may prove to be a sitting duck to a Schreck or Zook team as well as a lone AT-team will be helpless against advancing recon or rifle units. The answer to this dilemma is of course - coordination! Let your troops help each other out by covering flanks, recon suspected enemy positions and supply covering fire.

For example, some german HT's are great for laying big smoke screens, if your sneaking rifle team faces MG positions.

Another great move is to simultaneously speed two Stuarts past a smoke blinded tough german tank in order to get a nice shot up its rear. Pardon my french.

Economy of means

The same way you wouldn't use your precious Fly to feel out a suspected gunsight, you shouldn't use Assault or Sturm teams as recon teams. Send in ad hocs or reduced rifleteams to take the first hit - if the bathroom already is occupied. Most units tend to unload all grenades at the first fella who opens the door and then - IT'S ASSAULTORAMA.

With no grenades or demolition charges the fight will be more weighted in your favour. And that is good, isn't it? It is.

Also check Techniques *Bill_SWE* says:

Never make an assault with a team that's not all green and rested. If you do this, prepare to lose your unit. Naturally, assaulting with a reduced unit first, just like DBrave said above, will improve your propability of success alot...

Flexibility, leading to freedom of action

As Field Marshal Montgomery put it; "Plans are nothing, planning is everything".

Although you need a good plan you believe can work, you even more need to be able to improvise, overcome and adapt when your plan shows to be yesterdays news.

Maybe you have relied heavily on AT-capability for instance, and the enemy shows up with a horde of GI's. Then you will have to alter or totally overthrow your original plan in order to meet the new threat.

The risk in being to eager to counter new threats is that you may lose sight of your original objective. On the other hand, a high level of flexibility will make you more alert to moments of opportunity.

Bill_SWE says:

Always expect the unexpected. Plans die the second they are introduced to reality. Follow your plan, but be alert to make changes to face an upcoming threat or avoid getting your troops hacked down.

The best way to respond to something unexpected is to use your reserve units (if you have any) or units that can't do what you planned them to do.

Surprise!

Movement as well as concealment can give you the very usable advantage of surprise.

Firstly, the psychological effect is massive, when the enemy manages to make a totally unpredicted move. This is what happens when a players waves the flag ten seconds after you took out his Königtiger with a bazooka top shot.

Secondly, even if the enemy possess a high flexibility, and overcomes his surprise, he may just not have the time to cover up and counter your move.

An important rule is to follow up the surprise to make the most of it. By taking out a big fella with a 17-pounder, your medium tanks may get the opportunity to move out and dominate a road or a field for crucial minutes of the battle.

Bill_SWE says:

The element of surprise is often a key to success. Ambushes pays no small part in this matter. Always let the opponent come as close as possible before opening up on them. This will increase hit-propability and inflict more casualties. The element of surprise will be a fact, much too late for the opponent to respond.

Simplicity

Since you are the commander of every single unit in the game, and your squad leaders and in particular, your tank commanders are simple minds, you can't indulge yourself into complex manouvers that need loads of control by you in order to succeed.

Try to give the units as few commands as possible. If you constantly occupy yourself with tank manouvers, firing orders and LOS-matters, you will lose control over what you are really there for: the actual battle.

You may lose an opportunity to catch a brief moment of opportunity with one of your units, but you will gain so much more in terms of battle field awareness.

Security

War is risky, but don't take risks without considering the possibilities of the manouver and the benefits of its success.

The most usual mistake on this subject I feel is a hot player, rushing his soldiers across streets, only to discover a machinegunner ripping his boys apart. That makes them boy parts, right? (My apologies)

Examples of good security is the use of suppression, support and smoke when moving in for the kill.

Security should not be confused with defence, since security is mainly a method of being on the offence, and staying that way.
