

Modern Infantry Tactics in WWII Online

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A 75th Guards Guide

1.1 Why Modern?

In a game like WWII Online, it's hard to be lucky enough to find 10 people to run a full section, and willing to train for it. Instead, smaller teams of 4 is a strong group to work with, as you can have 3 very important weapons along with the rifleman. The SMG (fireteam leader), the machine gun, and the Grenadier (depending on country of origin, Anti-tank or Anti-infantry, as both is a strong asset to have). This gives a deadly, well-rounded combat group when, well led, can stay alive against less organized enemies.

1.2 Needed information

As we are going to show formations and the like, we must know what each person is,

Legend



Fireteam Leader



Automatic Rifleman
(Machine Gun)



Grenadier



Rifleman

and what that person entails. To the left, there is a legend of symbols that will be used for formation information. Mostly, this is what the all-purpose fireteam should consist of. The fireteam leader should carry an SMG, or as such, some sort of quick fire-ready weapon. The automatic rifleman is the heart of the squad, using the MG for most fireteam movements. It is used to put high volume, accurate fire on known enemy locations, allowing other units to move up. The Grenadier is an optional unit, but a recommended unit, that allows for, after the

suppression of enemy units, can lob a grenade (in this case, a rifle grenade) into the known enemy position quickly and without requiring much need to move up. The rifleman is usually the Automatic Rifleman's assistant. Other than using his rifle, he keeps his proximity around the AR man, giving fire support and extra ammunition (in WWII, all German units carried extra ammunition for the MG, but since the sorties are short comparatively to real life missions, a rifleman should have more than enough ammunition for a lasting sortie).

These squad dynamics are important. Allowing the fireteam leader to split a fireteam into battleteams when in combat, or on patrol, into two groups, Alpha (fireteam leader and grenadier), and Bravo (AR man and rifleman). This allows Alpha to move up while Bravo suppresses, and vice versa, and also allowing the grenadier to get close enough to use his rifle grenade easily. The strongest use of the grenade is for anti-infantry use, but if an HE grenade or fragmentation grenade is not available for use, then you must push up further for a hand grenade throw. Also, while Alpha keeps an enemy position under fire, this allows Bravo time to move to a stronger firing position (optimally 90 degrees) that allows both battleteams to cover each other on the assault.

2.1 Formations

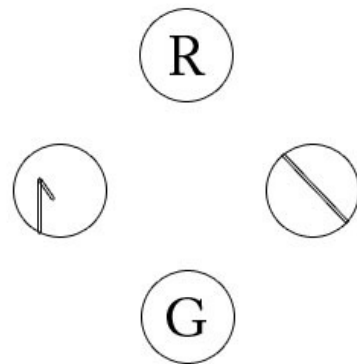
Formations are not required in a sense, but it keeps an order of battle that you wish to keep. Everyone knows where they're supposed to be, what they're doing, and what they're watching. In theory, the fireteam should be in one of the following formations. In practice, it's really up to the fireteam leader where he wants everyone to be, or if he really wants them watching anything specific other than themselves. Also note that the rifleman is always on point. This is not that he is the least valuable unit, but because he must also be highly alert at all times, and a quick shot is recommended (the MG is also slow to wield, and the fireteam

leader should not be on point, as he must be there to give orders).

Fireteam Wedge

The fireteam wedge is slow, but controllable in an unknown hostile environment. While in WWII, forces from all nationalities stayed in a long column formation when moving (because they often moved behind the the hedgerows), it gives an easy target from the front in an unknown environment. It must also be noted that, despite how the image looks, there is wide spacing between each unit, so that a quick shot cannot be taken on another unit.

Fireteam Wedge



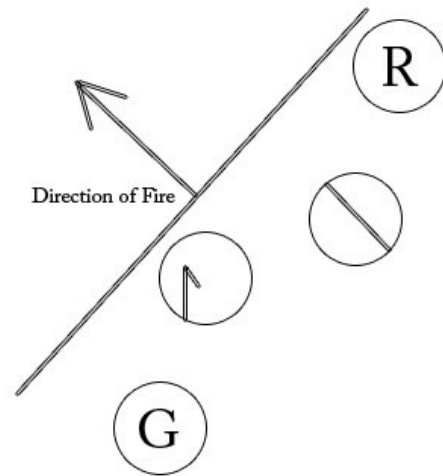
Fire in all directions; when enemy position is unknown.

Slow (particularly slow within WWII online as a unit backing up cannot run).

Fireteam Echelon

This is a quick formation for use when defending one side. It also has strong fire to the front if required and can jump into a skirmish line quickly. Note that the line itself is staggered. This is so that an MG burst down the line won't kill all of the units in the fireteam.

Fireteam Echelon

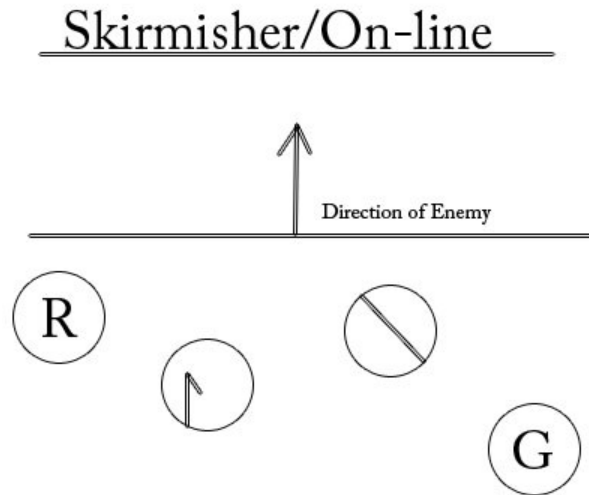


Controllable and quick; used when enemy attack is likely from one side or when defending a flank. Quick into a skirmish line.

No visibility to the opposite direction of the echelon, thus very vulnerable to one side.

Skirmisher/On-line

This is a mostly uncontrolled formation. Within combat, a formation is not held, but instead all respective units find useful cover to hide behind. In the state of transition into a skirmish line, fire should be directed towards the enemy, regardless of hitting, until everyone makes it into cover. If your team has not been spotted, instead find cover quietly and wait for a moment to ambush (first firing with the rifleman and then saturating the position with MG fire), then firefight rules come into effect and the fireteam leader has say where it goes from there.



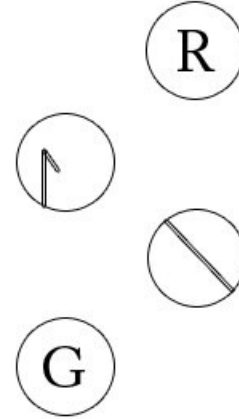
Used when in combat. All units run for nearest cover (not necessarily concealment). Line will never be straight.

All fire is directed towards enemy. Vulnerable to flanking.

Fireteam Column

The fireteam column is likely to be the most used formation within the world of WWII Online, as much of the fighting is within highly contested cities. This is a formation well suited to street fighting, often with Alpha on one side of the street and Bravo on the other (making an MG have to traverse further to hit the other group). City fighting is always brutal, and this unit is supposed to help in the actual observation of an enemy position, and the giving of covering fire when the team is compromised. This is a formation used for quick movement from one area to the other.

Fireteam Column



Quick moving, fire concentrated to the sides and direction of movement.

Vulnerable to frontal fire.

Will be continued at a later date.

After I learn more about how real-world squad tactics work within the WWII Online world, I'll add more in hopes to create a strong training manual for WWII Online infantry squads and combined arms squads, and some of the further tactics will involve nearby friendly tanks. Also, some tweaking will likely be done after the tactics themselves are tested. Later, I will add patrols tactics and proper sniper use to this, as information warfare and psychological warfare are some of the strongest weapons any commander can have. I'm hoping I can make a strong compendium of combined arms tactics including tanks, mortars, and air-to-ground strikes.