SMALL UNIT TACTICS

1. **SQUAD TEAM WORK:** “You are not an Army of One. Understanding that you are part of a team and acting accordingly is the single biggest force multiplier.” We are a team here at TCB every member in your squad puts the team before their self. So instead of have just you watching your back you have four people watching your back. This system will work wonders if you will fall in line with it, but if you do not fall in with this than the squad has one less person that is watching out for them. Now I will break down how putting the team first is going to be accomplished in this platoon.
2. **Group movement:** This is what is going to put us ahead of all other platoons as we will be moving as a well coordinated unit to accomplish or objectives. To do this we will move in a tactical and coordinated manner thinking two steps ahead of our opponent. This means no members will go lone wolf. But rather when the team leader needs members to flank, cover objectives or, any other matters that need to be addressed we will use the buddy system. The buddy system doubles your chances of success as there are two-three guns over one.
3. **Spotting/ communication:** this is the second part to putting the team first but it is just as important. Because spotting and call outs will give your squad a good understanding of where the enemies are and how to move in a manner that will give them the best chances of success.
4. **Playing your role:** This is what being part of a successful squad is all about if you’re playing medic save and heal your team members, if you’re playing support give out ammo and lay down suppression fire, if your recon than get the spawn beacons up in a safe and tactical spot that will help your squad.
5. **Knowledge and awareness:** “Always play smarter not harder” use your head when playing and you will come out on top more often than not. Part of playing smart is keeping yourself and you squad alive. Remember you squad and your self are more help to your team alive then setting in the respawn menu. Now don’t confuse this for being a camper what I am saying here is be cautious but never hesitant. Follow your orders but do it in the smartest way possible.
6. **Map knowledge:**  This one point will give you a leg up on most of the players you will be playing as you will have a better idea of where most attacks will come from and where the choke points will be. As well as where you’re best routes for escaping and flanks will be. Map knowledge can be best gained through playing and becoming a student of the game. This is the kind of dedication that you must show to be a competitive force in battle field. This will help you set defensive strong holds, help you set your spawn beacons as well as help you break your enemies defenses and over powering them on the battle field.
7. **Battle flow:** All the map knowledge in the world means absolutely nothing if you’re not aware enough to stay alive. This is where battle flow will help out. You know the map and you know where the choke points are now you just have to be smart enough to ether avoid that area and capture the objective of least resistance. Or use guerilla tactics like hit and run to draw attention to your area where your team can capture the area with the heavy enemy presents.
8. **Force of action:** You should never put yourself in the position to reacting to conflict as it will give the enemy the upper hand every time. Instead you always want to control the fight as they will be reacting to your actions giving you the upper hand. If the guide lines above are followed then the four actions in the force of action will work 95% of the time. And if you win 95% of the fights in the game you will win most of the time in the big scheme of things. Here are the four words that will be given by the squad leaders/team leader when in a match so they need to be known inside and out.
9. **Withdrawal:** Tactic used when enemy force is unknown or superior and there has been no contact, if there is a danger of being overrun, or the environment is not in your favor. It is time to get the hell out of dodge.
10. **Pull:** Maneuver executed when contact has been completely broken and the environment is now in your favor. The team will move into a new area and take measure of the enemy force.
11. **Retreat:** Maneuver executed when position has been compromised in extremely hostile environment, where superior enemy strength and advantage makes operational outcomes unfavorable. When you hear this it is ether time to spawn on the spawn beacon or random deploy as the squad leader has made the decision that it is time to find a new route of attack.
12. **Assault:** Maneuver executed when team is committed to forward movement, or knows the strength of the enemy force and will complete the objective.

Knowing the above steps of SQUAD TEAM WORK, KNOWLEDGE AND AWARENESS AND, FORCE OF ACTION, will help yourself and more importantly the team far and above the average platoon and, this is before any advanced tactics have ever been employed. So remember if you want to run lone wolf maybe you should look at other platoons as we are a team built on team work and tactics.