

TECTA

STRATEGY & TRAINING GUIDE

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~INTRODUCTION~

1. About (TECTA).

(TECTA) stands for "The European Combat & Tactics Alliance", and we uphold the principles of *loyalty, honor, dedication, and FUN!!*

The clan is obviously European based, with members from all over the continent, such as England, Germany, Sweden, Scotland, France etc

(TECTA) website ~ <http://www.tecta.euroteams.be>

Tracker Info ~ <http://aaotracker.4players.de/clanprofile.php?clanid=41015>

Honor server ~ 213.19.130.100:1716 (TECTA)Euroteams

Note: we also have a TeamSpeak server, however this is for clan members or through invite only ;-)

Our recruitment policy is relaxed and fair, requiring you only to be mature, have a *microphone, Teamspeak*, and a *friendly attitude*.

We do not impose any requirements such as "You must have a 2.0 frag rate!" or "You must have at least 50 honor" as some of the 'l33t' clans do.

For us, the clan is about having fun and enjoying one another's company, not about being 'the best of the best' (although, that would be nice).

If you would like to join TECTA then you can post an application on our forums (our website shown above).

2. Guide information.

This is Version 2 of the original guide.

What's changed?

1. Greater graphical presentation
2. Certain parts reworded (typos removed)
3. More screenshots & greater detail
4. Added sections to the guide

This guide will originally be a training and tactical guide for (TECTA) clan (for Americas Army). However, when I am satisfied with it I will share this with the entire AA community in order to share this information, and also to allow me to update this guide with tips from anyone willing to share.

(Any tips & strategies given and used in future updates will have the donator named so that proper thanks can be given)

Note: this guide is not simply a regurgitation of other guides out there (this one has hopefully more detail), there's no point in redistributing the same info over and over again. The point of this guide is to bring together a large variety of *unusual, important,* and hopefully *original* ideas and strategies to enhance game play for the whole AA community.

Some parts of this guide may seem 'N00bish', but I have taken into account that N00bs may one day read this guide, and it will prevent them from posting questions on forums – where the same question has been answered over and over again due to 'N00blets' not searching for answers before posting.

3. Game settings & tools.

By game settings I mean, your '*Audio*', '*Input*', and '*Video*' settings and by tools I mean additional software and components to improve game play.



~Video~

You want to try and have your *Video* settings as high as u possibly can without getting any '*Graphical lag*'. You know when you get this type of lag when the images on the screen move slowly due to the PC struggling to maintain and render the higher quality textures etc. With the settings in the picture I get high quality textures and no graphical lag. All settings are set to their highest except '*character detail*' & '*Resolution*'.

These settings may not be ideal for you, so you need to experiment.

In order for a comparison my PC specs are:

Windows XP (Home Edition), Pentium 4 CPU 3.00GHz, 1.00 GB RAM, ATI RADEON X700 Graphics Card (256MB).



~Audio~

I suggest turning '*Music Volume*' all the way down, because it's annoying and is not necessary (it probably uses more memory too!).

I also recommend putting *Audio Mode* to '*H/W 3D Audio*', as this gives you the best quality of 3D sound.

It may also be a good idea to turn off '*Message Beep*'. This option when switched on, causes a beep to be heard whenever someone reports in or types a '*TeamSay*' message. This beep can interfere with other sounds in the game making it harder to hear sometimes (especially when you play with people who like to report in several times in a row, causing you to hear a long line of irritating beeps).



~Input~

These settings allow you to change options such as '*mouse sensitivity*' and '*Movement controls*' etc.

Everyone has their own unique settings and their own ideas about which setup is best, so I'm not gonna go there ;-). My advice is to experiment and if you have played similar games to AA, then try to copy the controls you used for those games as you'll be used to them.

~Tools~

Headset (preferably with Microphone attached)

These are essential, primarily because it allows you to get more out of the game as you are able to hear sounds much more clearly. More detail is given about the importance of sound later on in the guide.

TeamSpeak

TeamSpeak is a program that allows you to connect with your friends to a server on which you can communicate through voice. This has many advantages as it is much quicker to say, for example "there are 2 enemies flanking North" than it is to type it. Programs such as TeamSpeak are pretty much essential if you are a member of a clan (due to higher communication requirements).





~GAME PLAY~

1. Basics.

Before you can even play AA you must complete basic training. Upon completion of all training missions you will be able to play all available maps. However on the special forces maps you must have at least 15 honor to have a special forces character and weapon slot. This is the reason why people are set to 15 honor when the authorization server is down.

Overall the training missions are quite easy, with the hardest being the special forces training. It may take you a few goes to complete certain training missions but it is important not to give up as their completion allows you to gain the most out of AA.

I'm not going to go through every training mission in this version (probably version 3). Help can be found on any AA training mission online, just 'Google' it. you can even find answers for certain training mission tests online, however I do not promote this as it is classed as cheating.

I remember what it was like to be a N00b when I first played AA. I remember wondering how people were able to move faster than I was, and then later realized that you could make your character sprint. Things like that are all just part of the learning curve we all must go through.

I hope if you are in this position then this guide will help u along that curve. If your not a N00b then hopefully you will still be able to gain something from this guide ;-).

2. Sound.

Sound is extremely important in AA. In AA u only have two senses, sound and sight. Therefore you must make use of these senses to the max.

A stereo headset gives you the ability to hear all kinds of sounds, and also which direction they come from and how close they are.

In AA u can hear;

A player Reloading.

The sound of a door closing.

The squeak of a door opening.

Grenades being thrown/prepared.

The sound of Bullets hitting a player.

A player yelling 'Frag out' or 'medic'.

Footsteps & gunshots of other players.

A player preparing another weapon for use.

A player switching between firing modes of a gun.

The sound made when a player stands/crouches from prone.

The sound a player makes when he is completing an objective.

The noise a player makes when he jumps down from a particular height.

The '*crack*' noise a player makes when he jumps down from a height that is too high.

If you take in all these sounds you can create a mental picture of where the enemy is, what he is doing, where he is coming from, where he is going to, his health, his weapon, what stance he is in, whether he is pulling out a flash/grenade, whether he is switching fire modes, whether he has thrown a flash/grenade... etc.

To do this it is sometimes necessary to just stop in a safe place or near a place enemies are suspected to be, so you can pick up on these sounds and gain more information about your surrounding area.

~Sound continued~

To demonstrate the mental picture idea, I'm gonna give some scenarios, most of which I've been in myself, and probably you have too ;-).



~Scenario 1~

Ok so lets say your on Weapons Cache map for example...

You hear footsteps...

This sound tells you that there is someone in the vicinity. The loudness of the footsteps tells you how close they are, and also their stance and whether or not they are running. You can also determine which direction they are coming from, and so you can deduce where they may be heading.

To see if these are enemy or friendly footsteps all you have to do is listen out for other sounds, such as the firing of a weapon (Enemy weapon sounds are easily distinguished from friendly weapons).

The easiest tactic is to lie in wait for this approaching enemy.

You could lean round a doorway facing the route of the enemy with your crosshair about head height. When he comes through you will see him first and have a ready lined shot before he does. The key is to not make sound or take action to alert the enemy before you get a chance to kill him. This is because it would remove the advantage you have over the enemy, placing you on 'even terms' (the better player usually wins in this situation).

~Scenario 2~

You have a brief fight with an enemy, before you both run back to cover to reload (maybe to even pull out a grenade/flash).

He shouts 'Medic'....

That tells you he's injured, and it tells your other teammates in the vicinity that there is a wounded enemy nearby.

~Scenario 3~

You hear the familiar sound of an enemy cry for '*medic*', and then the sound of an enemy medic yelling '*Stoeti*' (OPFOR pronunciation for 'Stop' phonetically pronounced 'Stoitee').

This tells you that there are at least two enemies near by...



I couldn't possibly list every scenario you may encounter but hopefully you can see what I'm trying to get across, and learn how to recognize the different sounds in AA and interpret them correctly ;-).

Also it is a good idea to try and limit the sounds you make.

I have lots of other ideas regarding this aspect of AA, however ill save those for later updates...

3. Shooting.

So when you were a budding '*N00b/let*' what score did you get for the basic training shooting range? Mine was 37/40 (not on my first attempt) ;-).

Easy, all you have to do is point and shoot right?

When you bring up your iron sights you should here your character breathing. You should notice that the iron sight is more stable when your character breaths in and holds his breath for a second. The iron sight will go a bit wobbly again as your character exhales or breaths out.

Ok so here's another scenario...



~Scenario 1~

Your on the map '*border*' (on defense)... you see an enemies head just above some of the ruins on the '*South hill*' (the hill to the left of the Town centre hill).

~Scenario 1 continued~

Binoculars can be used to make sure it's not a friendly (as demonstrated in the screenshot on the previous page).

This is a very difficult shot (without a sniper rifle), but I'm using it to show how correct shooting techniques can help you pull similar shots off...

I tried a few shots from crouch and missed, so I went to prone (which eliminates nearly all recoil effects and the iron sight sway caused by your characters breathing).

I waited till my character breathed in, moved the tip of the sight over his head, and fired as my character held his breath for a second at the end of his breath. This resulted in a head shot and eliminated the target.

In most situations it is best to make your first shot count and so you want to be in a position where you can retreat in case it all goes 'pear shaped'.



At point blank range or in a CQC situation it is sometimes more effective to shoot an enemy using your crosshair rather than using your iron sights. This is because speed is important, and using your crosshair allows you to move at the fastest speed possible whilst shooting the enemy (and allows you to avoid enemy fire more effectively).

Note: if you sneak up on an enemy I'd recommend a quick burst to the head using your iron sights, just to make sure you don't miss. You can easily use your normal crosshair in this situation, but if your not competent in coping with recoil you may miss, and that's a '*mistake*'...

Every person in AA goes through a transition when they start to gain more skill and they begin (by instinct) to always shoot for the head. One bullet to the head kills the enemy instantly, saving you from any return fire.

Always shoot for the top of the chest to the head, don't bother shooting the enemy in the stomach or legs as it doesn't kill them quick enough 9 times out of 10 (unless you don't have a choice).

I'm now going to prove to you how these techniques can help you stay alive and gain you many kills, with use of a screenshot... ;-)

(Taken on Border, for 47 minutes straight & for about 15 rounds).

The end result using these skills: 36 kills and 1 death, in 47 minutes.

ArmyOps Tracker - Stats for Specialist (TECTA).SFC.RIDS - Mozilla Firefox

File Edit View Go Bookmarks Tools Help

http://aaotracker.com/usertracker.php

Getting Started Latest Headlines RGU Portal Faceparty www.realfruits.co.uk HTS www.fruit-emu.com www.rbs.co.uk XE.com - Universal C...

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» Tracker FAQ
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» Weapon Stats
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» Match History
» Kick&Ban History

Buddylist
Currently 3142 soldiers and 2730 guests playing America's Army
- (TECTA).SFC.SNIPER
» Buddylist Index

Current Session Stats of (TECTA).SFC.RIDS on (TECTA)Euroteams

|  | Mapname: Border Servername: (TECTA)Euroteams IP Address / Port: 213.19.130.100:1716 Honor Server: Yes Miles Server: No Players (current/max.): 16 / 20 | | | | | | | |
|---|---|-------|-----|----------|-------|-------|--------|-----|
| Onlinetime | Rounds | Kills | KIA | Fragrate | Score | Goals | Leader | ROE |
| 00:47:22 | 15 | 36 | 1 | 36.00 | 859 | 505 | 40 | 36 |

4. Grenades.

Grenades provide you with an easy and effective way of taking out the enemy.

If an enemy is inside a building or behind a wall, you may not be able to shoot him, and so it may be more effective to throw a grenade at the enemy rather than change position to try and get a shot in (and so risking being shot yourself).

~lets say you throw a grenade into a room - you yell 'frag out'~

The enemy hears this, sees the grenade and has about 4 seconds to either sit there and die or get cover. 4 seconds is more than enough time to get cover.

~So you throw a grenade but 'cook' it first - you yell 'frag out'~

The enemy hears this, sees the grenade (not always) and has about 1-3 seconds to either sit there and die or get cover... depending on how long you cooked it for and how long the grenade travels in the air before it reaches its target area.

Therefore always try and cook your grenade before throwing it. The amount of time to cook the grenade depends on the distance you throw it and the situation at the time.

you could try switching you movement speed to walk, which stops you from yelling 'frag out' before you throw a grenade. This means the enemy only hears the grenade land near him, and is his only to clue to the fact that a grenade has been thrown.

Note: **If the enemy is firing or not paying attention, then may not hear the grenade land at all.**

I usually always stop my character from yelling 'frag out' when throwing a grenade, unless I have cooked it long enough so that the enemy has no time to act as soon as the grenade reaches him.

4. Grenades continued.

Do I use a grenade or flash?

Grenades are best for long ranges, as they have a longer fuse (4 seconds). when you cook a grenade, the message '*Live Grenade*' will flash a maximum of eight times after which it detonates. Therefore the message flashes once every half second. If u stand by a door way and cook the grenade for 4 flashes that's 2 seconds, leaving another 2 seconds till the grenade explodes.

You can use this to work out how many '*Live Grenade*' flashes you need to cook a grenade in any particular situation.

Flashes only have a 2 second fuse (4 flashes max of the '*Live Grenade*' message). They are used to disable the enemy by removing, their sense of sound and sight temporarily. The enemies sight is restored before their sense of sound is. This allows you to kill the enemy very easily, and disable many enemies at the same time, also true with the grenade.

The difference with the flash is that there is almost always no escape from a well placed flash mostly due to its 2 second fuse. Cooking a flash is risky business, very useful in some situations where you are close to the enemy and have immediate cover to duck behind. When I cook a flash I pull it out and immediately after cooking it I throw it, with the smallest pause possible between the cooking and throwing of the flash.

Both grenades and flashes are most effective when they explode in the air. This gives them more range and also makes sure that their blast radius is not blocked by any object on the floor, such as a turned over table.

Grenades can be bounced off various objects in order to get them to the desired target area.

For an example of this, you can refer to the '*Grenade_Example.wmv*' video file included with this guide in the zip folder.



5. Map skills.

When you're on a map you don't know, you are likely to be 'owned' especially when the enemy knows the map very well.

To help you learn the map and its various popular routes, pick a player that seems to know what he's doing, and follow him. Try to stay out of his way, and also try to remember to take in the surroundings along the route so you can remember it. Its also to important to recognize where the most likely encounters with the enemy take place, so that you can prepare for them by for example, putting a flash into a 'enemy hotspot' room before you go in.

It is possible however that you may be so busy trying to keep up and follow another player that you fail to take in your surroundings and also sounds in your vicinity. This may result in you not realizing that an enemy is about to flank you etc.

The more time you spend on a map the easier it becomes. I've spent many hours on border and you can see how well I do on that map. If I go on Dusk or another map I don't know too well, I end up struggling to make a positive frag rate till I know that map a little better.

On every map there are objectives. Each team can win by either completing all of their objectives before the other team or by eliminating all members on the opposing team.

Teams are usually spilt up as Defense and Assault, but sometimes they may be both named as assault, and be called something like 'Assault West' and 'Assault East'. It is important to learn where each objective is on each map you play and how to get from one objective to another using the quickest route.

If you are playing on defense and the assault team takes an objective, try to figure out which objective they may be going for next and which route they will most likely take. This will allow you to cut them off and flank them rather than rushing to the objective they just captured as they may already be gone by the time you get there.

Note: If you are camping by an objective and the enemy takes it, you can rush in and take them out if possible, or simply wait for them to appear in sight before you make your move.

It is sometimes a good idea to put the enemy in a false sense of security by waiting for them to attempt the objective before you make you move. This makes the enemy think the coast is clear and you can sneak up on them whilst they are doing the objective.



6. Clan strategy.

Clans have the ability to use teamwork to their advantage. 2 or more pairs of eyes are far better than 1. Also you can't possibly know where most of the enemy are, but with the use of good communication and programs such as TeamSpeak a clan can make sure that every enemy spotted is reported along with their position and possible destination.

If your that enemy and a whole clan knows where you are and where your going, what are your chances of survival?? Probably zero...

To help with communication it's an idea to get together with your clan and use common key words and actions that are instantly recognized. For example, two instantaneous reports could mean 'enemy spotted'. With my clan (TECTA) we use common phrases to describe the common areas on the maps we play. On border for example, When I say 'enemy on south hill', 'enemy at blue building', 'enemy 1st/2nd/3rd building south' my whole clan knows exactly what I mean and how to respond.

Training sessions should be a group event with the sharing of favorite routes, tips & hints for particular maps.

The whole clan can benefit from the tips from a single member, but they can benefit a lot more from the input of every clan member.

Good clan training missions are VIP based maps such as dusk. These maps force your clan to communicate better as they have to protect and extract the VIP in order to win.

6. Clan strategy continued.

The image below demonstrates how the VIP can be effectively covered even when there are only 2 member of your team left. The players in the screenshots below are (TECTA).MAJ.Slick (VIP) & (TECTA).LTC.FIRE.

You can see that (TECTA).LTC.FIRE is covering the area that will most likely contain enemies, whilst the VIP make a run for cover.

They are also taking a route through assault spawn which is very useful towards the end game on the map Dusk as all the enemies have already gone through this area.



(TECTA).MAJ.Slick pauses next to cover whilst reloading.



7. Advanced skills & ideas.

Avoid '*skylining*'...

'What the hell is that?'

This is where the outline of your body contrasts against the sky or a lighter background, making you easily spotted by an enemy. Therefore sometimes it's necessary to stay low and out of sight to get from A to B.

The crouch technique...

When in a CQC (close quarter combat) situation with a player, always assume that he's aiming for your head... so duck! (crouch ;-P) and keep firing, if your quick you will have enough time to kill him before he readjusts his aim.

Learn how to lean in a fight...

When in a CQC situation with a player, you can lean around nearby objects like a stack of boxes or a wall to show a minimum target area for your enemy making it harder for him to shoot you.

It's a pleasure to watch players who have mastered this technique as it is so effective and also looks very good also. A good way to learn this technique is to get into the habit of leaning more often so it becomes natural, and also by way of example. You can view a talented player in 1st person view to see exactly how he leans and how he incorporates leaning with other techniques such as the crouch technique.

The famous 'bunny hopping' technique...

This is where a player jumps repeatedly left to right or a mixture of directions whilst in a fight or whilst being shot at.

The whole point of 'bunny hopping' is to throw off your enemies aim so that you can quickly shoot them before they readjust, Or to simply get cover quickly when being shot at.

This technique is effectively combined with the crouching technique.

7. Advanced skills & ideas continued.

Use cover all the time...

Cover is a bullet proof shield (doors are not bullet proof, and neither are teammates or windows ;-P).

You should aim to use cover all the time, whenever you are about to run to another place on the map, check 1st to see if there are any enemy covering the place you want to go. Check over and over again till you are satisfied.

Right so it's clear... you make a move, but think to yourself, 'what if an enemy pops out unexpectedly?'

The answer is to take a route to your destination that has the most forms of cover available, even if it means taking the long way round.

The below screenshot shows how I am using a ditch as cover, only exposing the tip of my head as I wait for enemy to come over the hill.



7. Advanced skills & ideas continued.

Thought...

You'd be surprised at how far you get when you put a little thought into your actions. Yeah I know it's a game and its not real, but each one of those characters running about the map represents a person sitting behind a PC, just like you, who can think and can act just like you can.

People have habits, everyone has their favorite route, and their preferred way of doing things and style.

People are predictable because of these habits, and that allows for you to take the appropriate actions to take them out.

Mistakes...

So what do I mean by 'Mistakes'. Well everyone who's played AA knows what I'm taking about... we have all made them.

How many of you have:

Forgot to check your six.

Fired at or killed a team mate.

Cooked a grenade/flash too long.

Ran out in the open, only to be shot.

Forgot to switch from semi to burst/auto before a fight.

Pulled out a flash/grenade and been killed before you could use it.

Thrown a grenade/flash only to have it bounce back, catching it with your face.

Ran with you weapon down into the path of an enemy, only to be shot before you can bring your weapon back up.

There are so many more...

7. Advanced skills & ideas continued.

Mistakes... (continued)

My point is that '*mistakes*' are what allows you to kill an enemy, and also they are what allows the enemy to kill you.

There's always something that you could have done to prevent yourself from being killed by an enemy.

You could have spotted him first, maybe flashed him before engaging, you could have not made the common mistakes listed above....

To get the upper hand, all you have to do is take advantage of the enemies mistakes. If he runs out in the open, and doesn't see you, make him pay for his mistake by killing him or at least knocking his health to red. If you don't then that's your mistake and he can make you pay for yours.

So in conclusion try to avoid common mistakes & learn from your mistakes.

And old saying goes: '*A wise man learns from other peoples mistakes, whereas a fool only learns from his own*'.

So when you die, and you are viewing one of your teammates see if you can learn from the things he does wrong and also from the things he does right.



I 'accidentally' shoot my teammate (TECTA).MAJ.Slick

8. License & contact info.

The 1st version : 13th June 2006.

2nd version : 20th June 2006.

Both versions were written by myself, (TECTA).SFC.RIDS.

A big thanks to:

(TECTA).LTC.FIRE

(TECTA).MAJ.Slick

(TECTA).REC.DOBIE

(TECTA).COL.MIKE

(TECTA).SGT.Diabetic

(TECTA).SFC.SNIPER

(TECTA).SSG.JCA

For their backing, and support during the making of this guide (a thanks goes to all (TECTA) & WOC members who aren't listed above also).

I'm looking to update this guide in the future with a lot more info...

There is so much more I can right at this moment in time but I feel I should first distribute this to the AA community to gain feed back and comments ;-).

~License~

I spent time and effort on this guide, and so the terms and conditions are;

1~ You may not redistribute this Guide (this includes putting the guide on a CD/DVD or website) without my permission.

2~ You may not modify this Guide without my permission.

3~ You may not sell this Guide without my permission.

~Contact information~

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