

35. TACTICAL NOTES

Briefing

These tactical notes are provided to help players get a feel for combat and how to best utilize their forces. Whether on offense or defense a player must maneuver and fire his pieces skillfully and aggressively to win.

Movement and Fire

1. Combine movement and fire to work your forces into positions that will allow them to threaten and destroy enemy troops and vehicles.
2. Movement from concealment to concealment will reduce exposure to enemy fire. Sometimes fast movement will provide enough of an edge in hit/miss determination to cause enemy pieces to miss when they fire.
3. Have at least two pieces work as a team, so that one can provide interceptive fire if an enemy piece reacts while the other is moving.
4. Create crossfires. If you can maneuver your forces so that you can fire on the enemy pieces from two directions you will severely restrict their movement, reduce the amount of concealment available to them, and greatly increase your opportunities for interceptive fire.
5. Hold your fire if it can be used with a greater advantage later. For example, do not shoot at a moving target if you will have a better shot at it later when it is not moving.
6. Inhibit the fire of enemy pieces by using interceptive fire to add the +3 penalty to their hit/miss determinations. This is particularly important when you know an enemy piece has a good chance to damage or eliminate one of your own pieces when it fires.
7. Take the shot. Unless your piece is restricted by a limited amount of ammunition, a 1 in 10 chance of hitting the target may be worthwhile.

8. Hit the enemy hard and often. Do not hold back.

Concealment

1. Exploit available concealment. The weapons in *Laser Grenadiers* are extremely destructive, so concealment is essential to reduce the exposure of your force to enemy fire. While it is possible for a trooper to stand in the open and survive several enemy attacks, it is unusual.
2. Fire at enemy pieces when they break from cover. They are unlikely to remain in the open, so attempt to hit them when you have the chance.

Tactical Awareness

1. Determine the enemy's strengths and weaknesses, and your own. If the enemy has more heavily-armored, but slower vehicles, try to use your superior speed and mobility to gain an advantage. If you have longer-ranged weapons, try to sit back and pound the enemy from a safe distance.
2. Beware of creating tactical traps for your own forces. For example, advancing your troops down the center of the tabletop to capture a town can become a nightmare if you allow the enemy to gain positions from which he can fire on your forces from three sides.
3. Conserve your forces. For example, if a vehicle is badly shot up, pull it back into concealment. The more damage a vehicle takes the greater the risk that the next penetration will result in explosive destruction. With some luck a vehicle pulled out of enemy fire will be able to restore its systems through the damage control process.
4. Maintain a reserve. It is important to maintain a fresh force that can be committed at a critical moment in a battle. This is a delicate process, because the force cannot be held so far back that it cannot be brought to bear when it is needed,

35. TACTICAL NOTES

but it cannot be so close to the front line that it is immediately brought under enemy fire. In addition, the reserve force should not be concentrated to such an extent that it will be an extremely lucrative target for the enemy if is detected.

Assault Landers

1. Employ assault landers carefully. These vehicles are often very large, and as a result they are easy to hit. They make wonderful targets for the enemy, particularly when they are transporting other forces.

2. Landers are not meant to operate as tanks, no matter how well armed and armored they are. The player who allows them to sit too long on the battlefield will find that they are quickly shot to pieces. The loss of a lander and the troops on board can destroy a plan and lead to the loss of a battle.

