**SWAT 4 TACTICAL GUIDE**

Made by Whiskey

“How to play while drunk”

Good day everyone! This is a tactical guide from me (Whiskey!). I know I’ve just joined UTF, but this guide is intended to just let you taste some of Whiskey-tactics.

First things first,

* This guide (so also myself) is NOT responsible for team killing by drunk people.
* You can ask me things about this guide at all times when I’m online.
* Credits go to people who learned me these things: Myself (;D), the whole TGC (nowadays MHS) clan.
* If custom tactics are added in this guide, I will note their names above and underneath the specific tactic. (and give credits to them)

Now, let’s get started, shall we? I’m just going to discuss every aspect of tactical gameplay as if we were in a real level.

**Composition**

* ***Composition****:* Compositions are a common use in tactical plays. These could be considered as THE most important part of tactics. Basically, we got 3 teams (two basic ones of half the number of players in-game (to a maximum of 5) and sometimes one specialist team of 2 people). The two basic teams will be named Alpha (Alfa) and Bravo, the specialist will often be Echo. Each team has their own leader.

Also, each team is separated into positions. =note: formation and position is NOT THE SAME.=

I will explain; A formation is the way a **team** moves. Like an arrow-shaped formation or a line formation. A position is the way a **person** moves. Like A1, A2, B1, B2, etc. (although, if someone asks for ‘formations’ or ‘forms’, it means they ask for positions.)

First of all, let’s clarify the positions. Basically, there are 5 positions in each team. Let’s take team Alpha (team A). 4 persons will take a static position; the fifth (mostly the lead) will take a dynamic one. The 4 ‘static’ persons will each get a name. Alpha 1 (A1), Alpha 2 (A2), etc. Team Bravo does, of course, have B1, B2 etc.

A1 will ALWAYS be point man, unless other orders are given.

A2/3 will ALWAYS be coverman/specialist, unless other orders are given.

A2/3 will ALWAYS be specialist/coverman, unless other orders are given.

A4 will ALWAYS be rearguard, unless other orders are given.

The leader will not have a position and thus will be the flying man.

Now let me explain each position:

* **Point man:** A point man is the first man of a team (so A1, B1 or E1). It has a special place to be when stacking up. The point man is also ALWAYS the first who enters the room and will ALWAYS be the one crouched when stacking up.A point man will ALWAYS have his head camera set on his coverman, to check where his buddy is (after all, the coverman double checks the ass of the point man).

*The abbreviation for this position is PM.*

* **Coverman:** A coverman is the second man of a team (so A2, B2 or E2). His job is to protect the point man, which sits in front of him when stacking up. The coverman is also ALWAYS the second who enters the room and will ALWAYS be the one standing behind the point man when stacking up.A coverman will ALWAYS have his head camera set on his point man, to check where his buddy is.

*The abbreviation for this position is CM or cover (if PM speaks).*

* **Specialist:** The specialist can be juggled between the third and second man. A specialist will ALWAYS be the one who throws in flashes/gas and will ALWAYS be the one who sets a C2 charge. Be sure to double check who’s the specialist before undertaking any action.

*The abbreviation for this position is SC.*

* **Rearguard:** The rearguard has a very boring, but utmost important job to do: watching the area your team has already cleared (how exciting!). I won’t even start counting the times my team, including me, has been shot down by a runner or an unexpected visitor that suddenly turns up out of nothing and shoots the hell out of our backs. The rearguard (mostly the last man in the team) will ALWAYS be the last to enter a room (so even after lead!). If the team exists of only 3 people, this position could be left out to make it easier for clearing rooms fast.

*The abbreviation for this position is RGR.*

* **Lead:** The lead is usually the ‘flying’ man. ‘Flying’ means a lead can be where ever he wants to be. This means he is an exception on all formations. He can be stand-ins for other teammates (for example the rearguard if the last man drops of boredom). A lead always gives out orders, equipment, positions and formations (sounds fun, but it’s pretty hard sometimes!).

*The abbreviation for this position is Lead or LD.*

**Stacking up: ‘**Stacking up’ means positioning your team in front of a corridor or door to enter the room or passageway, when specific orders are given. There are no examples of stacking up, because there simply is just one way to do it, and that’s the proper way.

**Remember to ALWAYS stack up on the HANDLESIDE of the door!!** This way you will not be in the line of fire, once the doors opens. (x is lead).



So, again, the PM is always crouched when stacked up. The others are standing. That’s it for stacking up!

Second of all, the formations. Formations can be changed all the time in a game, according to the lead’s insight. Two examples:

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Two situations:

* Situation 1 is a team entering a large room. This formation is called the arrow-form. Because of the arrow shaped formation, the team can easily cover the whole room while being covered from behind by the rearguard. A line formation would be useless; the team would not be able to cover everything they see, because it won’t be very mobile. If the point man gets hit now, the team will be able to spread out **in all ways** very quickly, to look for cover. Also, they immediately see who shot their point man, because they aren’t cluttered in front of each other. They have a clear sight now.
* Situation 2 shows a small corridor with lots of sideways. The line-form is perfect here. An arrow-form would not fit in and line of sights would be interrupted by constant switching from side to side. Because you are, in fact, constantly scanning (which I’ll explain later in this guide), you don’t have to move very fast. Just be sure to leave some space between you and your teammate, so that people in front of you can jump back if they see a suspect. (the rest of the team wouldn’t be able to move any further and get in danger, because of this line-form)

Formations can be altered by everyone (everyone who’s lead, I mean). Just be sure to adapt your formation to the situation you’re in.

**Scanning**

* ***Scanning***: Before you enter a room, you want to know where those pesky people are of course! That’s where scanning comes in (only boring people work with opti-wands ;D). I will discuss some ways of scanning. Don’t worry if you don’t understand scanning yet, you will if you see the pics. All scans are performed while moving sideways and looking into the direction you want to scan. **Remember to walk AT ALL TIMES while scanning. Keep your noise down as much as possible.**
1. ***Normal scan***. A normal scan basically means you scan the inside of a room. A1 crouches at the door and opens it. A2 will then move sideways, following the arrows, and **constantly** looking into the room, sucking up everything he sees. After A2 is back in his position, A1 will close the door and wait for report.



1. ***Double scan***. A double scan is normally used with wider corridors or larger entrances (i.e double doors). This scan is performed by two people **at the same time**. A1 opens the door and starts scanning while being crouched. At the moment A1 is moving, A2 will follow, but standing. This way A2 and A1 will cover each other. If one gets shot down, the other can react properly. A1 and A2 will move back to the original position, again **at the same time**. A1 will then report to the rest of the team.



1. ***Back-to-back scan***. This scan is, again, performed by two people **at the same time**. I can’t stress this enough. This time, there are two corridors (not doors, because they can be closed) at the opposite side of each other. A1 and A2 will move with their backs (practically) against each other. Again, one covering for the other. When on the other side of the corridor, the team can decide to go back (don’t forget to scan again) or not.



1. And last but not least, ***Overscan***. This scan can be performed by one or two people. The word “over” basically means “all the way”. The example below will clarify.



So in this case, you don’t just scan one way, but you continue to scan the whole corridor, until you reach the end. This can be performed by either one or two people. Also, this scan can be combined with double scan. (if using this scan, be sure to have good reflexes, because suspects will immediately be able to see you once you get past the obstacle (wall in this case))

That’s it for the scanning part! Remember: if you practice at scanning a bit, you’ll never have to use the opti-wand again. Scanning is a bit more risky than using the wand, but it’s more realistic (for those that care). Of course, if scanning gets mastered, it will be way faster than using the opti-wand all the time, because scans can be performed while moving. Opti-wands can only be used when the room is completely cleared and you have to have a teammate who will cover your back. With scans, you are your own cover!

**Entering & Covering**

Okay, entering and covering.. Let’s get started!

First of all, I like making special orders of movements for every aspect of tactical gameplay. This way, misunderstandings are wiped out. Basically, my order of clearing a room is:

1. Enter through the door, observing the room really fast. (no suspects? Go to 3)
2. Force suspects to calm down and surrender. (take evidence immediately, but don’t restrain yet!)
3. Close all doors that are currently open. (no explanation needed, it’s just for cover)
4. Block all doors (blocking is done by simply sitting in front of the door).
5. Center your screen to the middle of the room. (double check everything)
6. Restrain civilians/suspects.
7. Celebrate :D

Now for visuals:

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Always follow orders from lead. Also make sure everything is clear (in case you’re lead) and that YOU understand the way you’re going to enter the room. If you died while entering (while not being lead), it’s a bummer but it’s NOT your fault! (as long as you followed orders).

My way of making clear what’s going to happen is to just sum it up for my team. With some experienced guys I can make a story very short. Another example (how fun!):

*Okay guys, we’re going to stack up, remember your position. \*stacked up\* So, this is going to happen: Third man will place a c2 on the door and breach it, then I will shoot in a flash with my grenade launcher (saying this to make sure no one’s going to throw in another), then after you heard the bang, you will enter the room and clear it. Got that? \*team replies\* \*waits for c2\* Okay, wait for my command \*double checks is everything is ready\* GO! \*clear room\**

Now that can be done much faster with everyone who read this guide, like this:

 *Orders stack up on door \*stacks up\*. “Breach, my flash at 11, clear” \*waits for c2\* GO! \*clear room\**.

Now that was simple and fast, wasn’t it? **Hence my advice: Read this guide!**