

BUGSTOMPERS



Field Manual / Tactics

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INDIVIDUAL / TEAM

Cover/Concealment

Cover stops the enemy's paintballs. Concealment hides you from the enemy's view. The use of cover and concealment is an essential part of woodsball.

Cover (i.e. bunkers, trees, trenches): Cover protects you from enemy fire. Be aware of your position and body, like knees, elbows, and equipment. Watch out for isolated cover; it can be easily attacked and angled by the enemy. It is also easy to locate. When you are firing from cover, try to fire around it instead of over it. This will expose less of you as a target and will not be as noticeable.

Concealment (i.e. leaves, grass, shrubs): Concealment will help hide you from the enemy's view, but not necessarily their fire. Try to use natural foliage to keep yourself hidden from view. Stay behind concealment and look through it. It will be harder for the enemy to see you. Remember your camouflage principles and apply them when using concealment.

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Camouflage

Follow these camouflage principles. Remember it's not one principle that will help you hide from the enemy, but a combination and only if used correctly.

Movement – No other principle will betray your camouflage more than movement. The human eye is very keen in detecting movement. Keep still when in a hiding place. If you have to move under enemy observation, make sure it's slow and deliberate.

Shape – Try to break up your outline as much as possible. A paintball mask and marker are easily recognizable. Break up man-made shapes with the use of scrim, natural vegetation, and burlap.

Colour - Camouflage BDU's will assist you in hiding from your opponent. There is no need for bright colours in woodsball. Your skin, mask, and marker will stand out from your environment, so cam them. Be aware that black is an easy color to detect in a natural environment.

Shadow – Uses shadows to assist in hiding from enemy view. Undergrowth creates useful shadows. It will be harder for the enemy to detect you in shadows because you will blend more with your environment.

Silhouette – Be aware of the skyline and silhouetting yourself against contrasting colors. You should to be aware of your background to help you assist in hiding and not standing out.

Shine – Try to cam any part of your equipment that shines. Your mask and its lens will be the shiniest object you have. Try to camouflage them, and be aware of looking into the sun. You could use a net for covering your mask, but make sure you'll still be able to see.

Noise – Noise will help the enemy detect your position or at least make them aware of your presence. Ensure you keep your equipment noise-free by securing loose items, using earpieces in radios, and talking in a low voice. Move slowly when you are approaching an unaware enemy.

Position – Be aware of your position in relation to the cover you are using. Look through and around it, not over it.

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Firing Positions

The type of cover and concealment will dictate the firing position you use. If you are in tall grass the prone position may be ineffective, as you may not be able to see. If the cover you are using is small or low, standing up may not be the most effective position, as you will be too exposed and present a large target. These are the three basic firing positions that you will use:

Prone - The prone position is a steady firing position that presents the enemy with the smallest target. It's a difficult position to move and get up from. It also is harder to access your equipment.

Kneeling - The kneeling position is a fairly steady position to fire from and creates a smaller target to the enemy than standing. From the kneeling position you can move and change positions faster.

Standing - The standing position is the most unsteady position to fire from and makes the largest target. You can move away faster while standing and can easily access your equipment.

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Moving

Move fast at the start of the game to mid-field to gain field position. After that move slowly until you have contact with the enemy. Remember when moving to Stop. Look.

Listen. Stay in a low, crouched walk when moving to make a smaller target. Keep your head up and scan the ground to your front. Make sure your marker is moving with your head to help engage the enemy faster. When under fire move fast, stay low, and stagger your moves.

When moving with a partner, try not to walk in single file but side by side. This will ensure that if you come under contact both will be able to engage the enemy. Keep some space between you so both of you can't be taken out with a single burst. If you think there is a possibility of imminent contact you may want to move in a leapfrog formation to support each other's moves. One player holds the ground and covers while the other moves. This is the "one foot on the ground at all times" theory.

Don't be afraid to pull back and re-group if what you are doing isn't working. When you pull back look for a new angle to fire on the enemy if you are attacking. While you are on the defence, pull back to make the enemy have to fight you from a better position or to draw them into an area that you are better suited to fire from.

Move from cover to cover when in enemy territory. Before you move be sure to scan the terrain and pick where you want to go.

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Fire

Maintain fire discipline by not firing at the enemy unless you can be sure to hit them. Know the range of your marker.

When you encounter an enemy behind cover, attempt to gain a tactical advantage by getting an angle on him. Move to his flanks to make his cover useless while your teammate is firing. This will help eliminate him or have him abandon the cover. This tactic is called "slicing the pie".

When you are firing from a building stand away from windows and stay back when you fire. This will reduce your line of sight but let you stay in the shadows to avoid detection and make you a more difficult target to hit.

When firing from the corner of a building or structure, the first man to the corner should kneel to fire, while leaning out from behind the building. The second man to the building will stand above and behind the first man, while also leaning out. This corner position will provide maximum firepower for you and the smallest target to the enemy.

Don't get tunnel vision when you are under fire. If you aren't involved directly in the fight, watch for other enemies attempting to gain an advantage by flanking you, or new places for your team to move to gain a tactical advantage.

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Squad Formations

The 3 basic squad formations used in woodsball are the wedge, extended line, and single file.

Wedge – This formation is used when your squad is on the advance and is expecting imminent contact. It is a flexible formation that has good firepower on the flanks and front. It is a harder formation to control and will be the main formation while moving. It is an easy formation to move into the extended line from.

Extended Line – This formation is used when your squad is on the assault or sweeping an area. It produces maximum firepower to the front, but has poor flank firepower. It is a more difficult position to control when on the move. It will be the formation to use when assaulting or flanking an enemy position.

Single File – This formation is used when your squad is moving through difficult terrain like woods, or at the start of a game. It is an easy formation to control and is used when speed is a priority but not security of your squad. It has excellent flank firepower but poor firepower to the front and rear. It is difficult to move to other formations when under contact.

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FUNDAMENTALS OF A GOOD ATTACK

The aim of the attack is to close with and eliminate the enemy force through movement, firepower, aggression, and speed. Here are some fundamentals of a good attack.

Initiative – As an attacker you must seize and hold the initiative from the defender. You do this by maintaining momentum and keeping the enemy off balance. As the attacker choose the location of the attack, limit the defenders movement, and pick the type of fight you want to fight. You want to have the enemy reacting to your actions. Always be ready to exploit his weaknesses as they arise.

Concentration of Attack – Your attack must use all resources that are available to concentrate your power on the enemy. Concentration doesn't just include number of players but also firepower to help suppress and eliminate the enemy. The key is to pick the right time and place to launch your attack. Concentration will depend of such factors as terrain, movement, number of players available, and defence frontage.

Surprise –As the attacker you choose where the attack will be made. Be original and don't always attack the most likely place. If you see it then it is fair to say that the enemy will see it too. Look for areas that the enemy has forgot to defend or is defending lightly. A diversion can be used to hide where the main attack will take place. This is where concealment terrain will help you stay out of enemy observation. Speed can be used to

surprise the enemy, as he will be unable to react fast enough and might be caught off balance trying to restore his defence.

Security – The flanks of your attack must be secure, so the enemy can't outmanoeuvre you. A firebase may be effective in this role depending on terrain.

Flexibility – The attacker must remain flexible to be able to change plans to meet unexpected developments and changing situations. Be aware and ready to exploit any weakness and make sound and timely decisions. Having a reserve force can help provide this flexibility.

Simplicity – Make a plan and keep it simple. This will help by making it easier to execute and be able to react with little loss of initiative.

Movement – Move fast at the start of the game to mid-field to gain an advantage. At times the speed of an attack can win you the day.

Depth – Having depth in an attack will help in maintaining pressure. Use firebases to deny enemy movement. Take and secure objectives that will make the defence impossible or harder to defend.

Balance – Don't put all your eggs in one basket. A balanced attack will be better able to react and take advantage of an opportunity.

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Types of Attacks

Strong Side – The attacker puts a majority of his force on one side of the field and pushes towards the enemy's defence. A few players are put on the opposite side to provide flexibility and draw the enemy's strength so they have to cover both sides.

Flanking – When your attack comes under enemy contact, part of your squad will act as a firebase. They will engage the enemy and keep them from moving freely. The other part of your squad will break away from the engagement and manoeuvre to the enemy's flank. If possible move out of enemy observation while flanking to provide more surprise. Once in position the flanking force will attack the defenders from a direction they weren't expecting. Where you flank will depend on terrain and enemy defence.

Frontal – This can be used where you are unable to conduct a flanking attack because of terrain or lack of players. Push to your front engaging enemy defensive position. As you move, attempt to gain a key piece of ground to make the defenders positions less desirable.

Use of Scouts - On the attack scouts will be able to observe the enemy's defence and ambushes before your main attack runs into it. They should be positioned well ahead of

the main force but not too far that they lose contact. Communication is the key for scouts and can be a great asset to a commander if deployed correctly. Radios are a valuable tool. Terrain will also dictate how and where scouts are to be used.

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FUNDAMENTALS OF A GOOD DEFENCE

The aim of the defence is to stop the enemy or break their attack by firing, manoeuvring, and holding ground.

Concentration of Defence – The defender must be able to concentrate his force at the enemy's main effort. This is not only achieved with players but firepower as well. The defensive position must be able to meet an attack from all directions.

Initiative – As a defender you must ensure that the attacker never gains the initiative. Don't think of the defence as a static position. Use manoeuvring, aggressiveness, and counter-attacks to seize and maintain initiative. The battle should be fought on your terms and on the terrain you select.

Terrain – The strength of the defence relies greatly on the terrain the defender selects. The commander must have the ability to analyze terrain, likely enemy approaches, key defensive positions, and deployment of his force. These factors will help determine the success of the defence. Identify obstacles and bottlenecks that restrict enemy movement like streams, impassible terrain, and tapelines. High ground will provide observation and good places to fire from. Look for cover, concealment, and obstacles inside the defence area and use them.

Mutual Support – The attacker should never be able to attack one position without being covered by fire from another position. Mutual support will depend on the range of your markers, terrain, number of players, and visibility.

Depth – A defence in depth will be able to better absorb the attacker's momentum, prevent a break-through, and help in blocking actions. Depth will help slow the attacker down and identify where his main attack effort is for counter-attack.

Movement – Movement might be limited but be aware of fallback positions. As the defender you should have all of your fallback positions pre-planned.

Reserves – A reserve force is an uncommitted force that is free to deal with anticipated and unexpected developments. This will provide flexibility and balance to the defence.

Concealment – The use of deception can be a great asset to the defender. Keeping defenders hidden will not reveal the defence to the attacker and create surprise. Be creative.

Use of Scouts – Well trained scouts are invaluable to the commander and the defence. They will act as an early warning to your squad's commander and will be in a position to communicate when and where an attack is coming from, and the enemy numbers before they reach the main defensive line. Scouts should be deployed in 2-man teams when available. If you have experienced players in the role of scouts, they can also act as a forward defence of your main line and harass the enemy.

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Types of Defences

Mobile – If you have the numbers you can mount a mobile or fluid defence and it can be used in combination with a static defence or on its own. Like the name implies, this type of defence doesn't stay in one place. You can have groups as small as 2 – 3 man teams working together or a larger, well-coordinated force. Their main job would be to hit the enemy and disengage. They don't want to get into a battle of attrition. They should harass the enemy attack and keep your opponent off-balance, while still being able to defend an objective. Once they have completed their tasks, they should pull back to a static defence or counter-attack to keep the enemy's attack off-balance.

Static – This defence is easier to execute than a mobile defence. Set your defence around an objective. Make use of cover and terrain to give you the tactical advantage. Try to get the enemy to attack where it's less advantageous to him. Remember to read the fundamentals of a good defence and apply them.

Withdrawal – Don't be afraid of withdrawing a portion or all of your squad to pre-planned fallback positions. This should be conducted in a controlled manner by leapfrogging back to the set position. If the position becomes non-defensible, pull back and regroup. It is possible to withdraw to set a trap for the enemy by using withdrawal in combination with an ambush. This tactic is called a "moving ambush".

Ambush – The ambush can be an effective tactic if employed correctly. It requires patience and an experienced force that's able to hide well. The force can be as little as one man. Locate a likely enemy avenue of approach and have a force set up well concealed. Look for terrain that provides you superiority over the enemy, like high ground, bottlenecks, and open areas with limited cover. Once the enemy moves into the designated kill zone, spring the ambush.

Lazy D - This type of defence is useful if your team is outnumbered and, if employed effectively, will allow a quick counter-assault on the enemy base or objective. Place your entire force in a deep ambush very close to your base or objective and wait for the enemy to move into the kill zone. Most paintball players will move the bulk of their force up one tape line. Once the enemy force has been eliminated, you will be able to move back up the same tape line that the enemy has just moved down, with little or no resistance.

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