



# PUBG Tactical Manual





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**\*If you'd like to add to the guide, or have suggestions for more content, please feel free to email [neo@ccgaming.com](mailto:neo@ccgaming.com).**



# **Tactical Manual Purpose**

**The purpose of this tactical manual is to enrich, train, and add to the operational readiness of Christian Crew Battlegrounds players, or any person who wants to learn basic military or tactical concepts and doctrine.**

**Military doctrine is a 'guide to actions' rather than hard and fast rules, and can be adjusted or modified as situations arise, and plans of action change. It covers existing history, theory, and experimental concepts designed to maximize the efficiency and lethality of tactical operators, while working with the best defense operations possible.**

**As with any such guide or manual, the idea and concepts may change over time, may become outdated, or may no longer be effective against newer weaponry or tactics. The author is not a tactical or military expert, only sharing his view of tactical operations, and is not endorsed or sanctioned by any real military or tactical force.**

**Most of the advice herein is mainly applicable to Player Unknown's BattleGrounds, or similar FPS or War-related tactical shooter video games. Some ideas expressed are real world facts, but should only be learned from professionals with experience.**

**There will be game-specific tips and tricks included, and the manual will discuss the tactics and concepts for small fire teams, though most information can be applied to single players also.**

**In general, concepts dealing with leadership or command structure have been left out, as most games of this type, and BattleGrounds in particular, do not run on a command or ranking structure, but instead on fluid teams and individual decisions.**



# **Small Team Tactics**

**The most basic small team element is called the 'manuever element'. If your team consists of two members, both individuals are manuever elements. There should always be two or three manuever elements in any small team. A manuever element is basically either providing cover for the other, or is up and moving while being covered.**

**If your manuever element consists of yourself and another person, you should still operate as an individual, meaning that while your element is moving, another element of two should be covering your element, or vice versa. When your element is moving, you should both be breaking cover at the same time, and similar actions.**

**True squads are usually made up of 6 to 12 people in 3 or 4 fire teams, each with 2 or 3 manuever elements within them. Put a few squads together until you have 30 to 40 people, and you have a platoon. The fire teams are the manuever elements of the squad, the squads are the manuever elements of the platoon, and on up the line to the company and battalion levels.**

**For this guide, we will assume you have put together a fire team of 4 people, and that you have at least 2 manuever elements, and as many as 4. (One for each fire team member.)**

**We will discuss military doctrine, team movement types, cover and concealment and then some very specific tips for the game known as PlayerUnknown's BattleGrounds.**

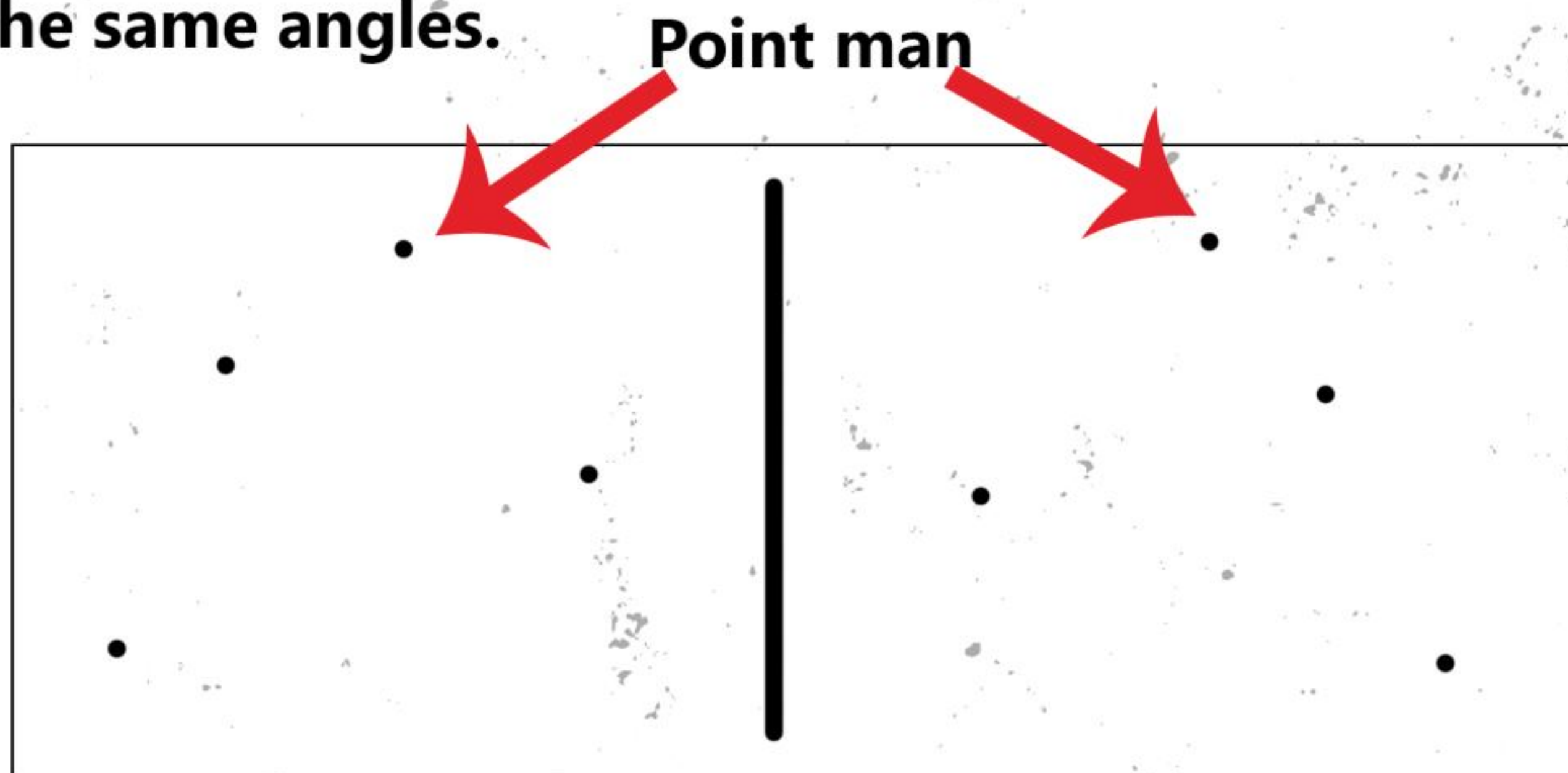


**In most fire team and squad situations, there's a leader, and sometimes also special weapons personnel such as a radioman, sniper, or similar. For the purposes of PUBG we will assume that none of the members of the fire team is the leader. In real world tactics, the leader and anyone with him would be another maneuver element, directing the others, but this isn't very sound doctrine for the purposes of PUBG, where fire teams are making leadersless choices on the fly among each other.**

**Combat teams move from place to place a variety of ways, usually decided by the terrain or the likelihood of enemy contact. In general, all maneuver elements want to keep each other in sight, but without 'bunching up' or proceeding in elements which would help enemy targeting.**

## **The Wedge**

**The wedge is when the team moves in a "V" formation with the closed end of the V pointing in the direction of movement. A wedge of the point man and at least two men behind him on one flank, and the remaining man on the other would allow everyone to keep everyone else within a comfortable line of sight, without exposing all elements to the same enemy fire from the same angles.**



**Figure 1-1 Fire Team Wedges (Left and Right)**



# **The Column**

**The column is exactly as it sounds, a single file line moving in a direction. If at all possible the column should be staggered. This should almost NEVER be a tactic used in PUBG, as you will rarely be moving along a road, with friendly flanking elements on your sides. If you find yourself moving in a column, change to a wedge as soon as terrain allows!**

# **The Skirmish Line**

**Generally, a skirmish line is when your fire team is in a single wide line, facing an enemy from a perpendicular direction. So, if your enemy is to the north, your fire team is arrayed in an east to west line.**

**This should only be used when you are bringing maximum firepower to your front against a numerically inferior enemy. This is NOT a good idea in PUBG as it puts all of your maneuver elements in plain view, with no backup. Your entire fire team could be cut down rapidly.**

# **Bounding Movement**

**Bounding is a preferred system of maneuver element movement when contact with the enemy has been made or is very likely. One maneuver element of two will cover another element of two as they bound forward to new cover. As new cover is reached, this element will split front and rear coverage as the second teams bounds, and so on.**



**These movement types are not NEARLY as important as the next two concepts. All movement types should keep these concepts in mind, and be used to create the conditions to bring about these situations.**

## **Enfilade and Defilade**

**In all small team tactical situations, the object should be to place your enemy in enfilade, and keep your own team in defilade. The best way to remember these two is you always want to be INVADING (Enfilade) the other team's position, while DEFENDING (Defilade) your own.**

**Enfilade means to flank, or come at your enemy in such a way that you have exposed him to direct fire along his line of march. In other words...If your enemy is spread out from east to west, and you can come at him from the east...You have just caught his entire team in a single file line, and you should be able to pick them off with ease. To be enfiladed means that you are on a line facing the enemy. Flanking enfilades are when you are on this line and your side/flank is to the enemy. This is the worst position to be in. When you are in enfilade, you are actually more likely to shoot a teammate than a member of the attacking force as you fire to your flank instead of your front!**

**Defilade means to be in cover, or behind defenses, to be in defilade means that you are in a depression, the backside of a hill, behind a building and are not exposed to enemy direct fire. This is the best position to be in. Defilade means that due to terrain or other cover, your are not exposed to enemy fire.**

**ALL movement should keep you in defilade, not enfilade!**



# Overlapping Fields Of Fire

When engaged, especially in the defense, you don't want to be shooting at targets in front of you. You want to be shooting at the targets in front of your buddies, while they do the same for you. We exist and play in a world of angles, and playing the angles is the best way to engage the enemy while exposing yourself as little as possible.

Overlapping fields of fire ensure that more than one shooter may cover a field of fire, making advancement by the enemy costly, while also ensuring that any enemy attempting to get through your defense must do so while stopping and firing at oblique (slanting or sloping) angles.

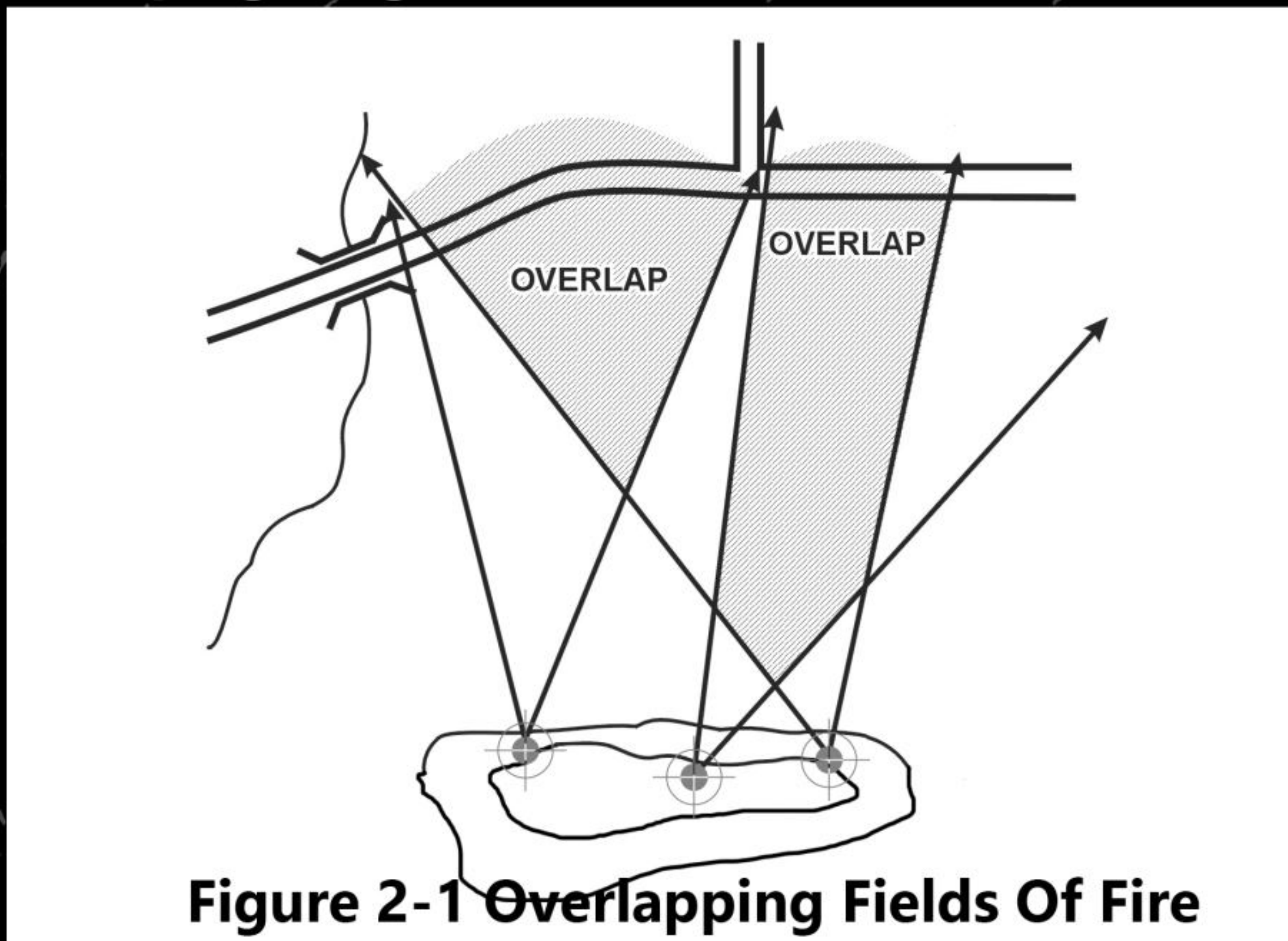


Figure 2-1 Overlapping Fields Of Fire

## Flanking

An enemy's flank is his side. You WANT to flank enemies, but you do not want to be flanked. Keeping multiple maneuver elements in play and maintaining defilade reduces flanking considerably for your fire team or force.



# **Crash Course In Military Concepts**

## **The OODA Loop**

**The OODA loop is a formalized decision making procedure that is especially important when the decisions have to be made quickly, as in a threat situation.**

**O-O-D-A stands for Observe-Orient-Decide-Act.**

**Observe a threat or situation, Orient or consider all the information you have on your team, their positioning, capabilities, etc. Decide on your response due to the nature of the threat or situation. Act on your decision.**

**The OODA Loop was developed by an Air Force Fighter Tactition for very speed-oriented decision making. The faster you perform this loop in thinking, the faster your tactics can be brought to bear.**

## **Cover And Concealment**

**Cover and Concealment are two of the most misunderstood concepts in tactical training. Hollywood probably helps add to the confusion by improper use of the terms as well.**

**Cover is actually really rare. There are few places you can be where a bullet cannot reach you, even indoors or in a moving vehicle.**

**Concealment, on the other hand, is something that prevents the enemy from seeing you. You may still be in 100% danger, but as long as the enemy can't see you, you're still breathing.**

**In PUBG, it is ESPECIALLY important to understand the difference!**



# Getting Off The Plane

Standard practice in the game, as the round begins, is to figure out which direction the plane is flying across the island. Choose M to go to your map, and then set a waypoint on the destination of your choice. Once you are about as close as possible in flight to your destination, you drop out of the map, and hit F to eject from the plane. At this point, you free fall, and/or parachute to where you want to go, using the W key to 'thread your fall' so you can go the maximum distance. Once your parachute is open, you want to keep your forward speed up, but not so much that you drop straight down...so press W from time to time to keep your speed about 30-40 on the meter, or whatever speed is appropriate to the distance you have to cover.

**KEEP YOUR EYES OPEN FOR OTHER PARACHUTES!** At this point, you can spend a moment or two looking around for other players. You **DO NOT** want to land at the same building as a squad of other players, so you may need to ditch your landing site, or realign for a new one, depending on how many enemy chutes you see. Again, you can hold the ALT key and look around without affecting your flight path.

There are some situations where you aren't going to make it to that huge place you were aiming for, or you see 12 chutes coming down there. This is a great moment to prioritize your landing needs, and perhaps dive straight for the farmhouse, or small warehouse you see a mile or so from all of those other players. It's really up to you and your play style, but nine times out of ten, you **DO NOT** want to land in the midst of other players and teams if you can avoid it.

Is it more important to start with the best weapons possible, found in that area they all landed in? Or is it better to live and possibly find good stuff, and fight later? Your choice.



# Circles and Perimeter Constriction

One of the basic concepts of Battleground's "Battle Royale" style, is that the play area shrinks around the players, causing more and more players to meet enemies and fight it out. To do this, the game creates circular perimeters that will last for a time (white circles). Once a specified time has passed, a constricting perimeter (blue circle) will form and 'close in' to the white circle's boundaries. As soon as this constriction is complete a new circle will randomly form inside the white circle, but it will be half the size of the preceeding one.

In every round, there is a succession of 8 circles, all generally half the size of the one before, the first circle is quite large, and gives players quite a bit of time for looting and positioning, but the time between constrictions and new circles gets less and less until the sixth circle forms. Circles 6 through 8 always only give the players 30 seconds.

The areas, times, and damage received (damage percentage is received EACH SECOND you are outside the blue circle!) associated with each of the 8 circles:

- \* 1 - 4,550m - 5 Minutes - 0.4%
- \* 2 - 2,970m - 2 Minutes, 20 Seconds 0.6%
- \* 3 - 1,480m - 1 Minute, 30 Seconds 0.8%
- \* 4 - 740m - 1 Minute - 1%
- \* 5 - 360m - 40 Seconds - 3%
- \* 6 - 175m - 30 Seconds - 5%
- \* 7 - 90m - 30 Seconds - 7%
- \* 8 - 40m - 30 Seconds - 11%

According to the game's wiki: "There's not a 9th circle, once the 8th circle hits the white circle - it simply pauses and then closes down completely. (Damage and everything is the same.) The 6th circle is the last circle where you can heal and run in. To win in the last circle if you can't see the last enemy, take a hit of damage from the circle, and pre-use your med kit 2 seconds before the last circle hits you."



# Looting and Inventory Basics

It's very important to understand your inventory and its controls for the most efficient and quick use. You can waste A LOT of time messing around with the inventory screen, or you can breeze through it lightning fast.



The first tip you should know about inventory is that you don't have to hit "I" to access it, though you can. It's actually better to stand near things and hit TAB.

When you do so, anything on the ground near you, or anything you toss out of your inventory ends up on the ground nearby, which is the RED area in the image above.

Your current loot is the BLUE area, if you want to use or attach anything, a quick Right-Click is good, or you can click and drag. For example, a scope to a particular weapon.

Green is your character as he appears, with you current clothing, with the backpack, vest, and headgear you're currently wearing.

The Yellow contains your current weaponry and attachments.



**So, obviously, if you want to get rid of something very quickly, just drag it to the left side of the screen, and forget it. (It's on the ground.)**

**The reason you want to tab into inventory near piles of loot is because it makes more sense, and uses less time. Or you can just take time LOOKING at every single thing you want, and hitting F individually on each item to pick it up, which usually takes too much time, and often results in you picking up the 'other stuff' you didn't want right along with what you did want. People 'die in the menus' like this all the time.**

**Here's an inventory DON'T. DON'T use your inventory to use medical kits, bandages, painkillers, energy drinks, etc. This is common practice, but these medical helpers are actually already key bound to the number keys 7, 8, 9 and 0. Save time! Use these hotkeys first!**

**\* 7 = Medkit**

**\* 8 = First Aid Kit**

**\* 9 = Bandages**

**\* 0 = Energy Drink, Painkillers, etc.**

**Always keep the map and the ever-narrowing circles in mind when looting. The 'tipping point' between winning and losing the game is in the timing. You need time to get inside the next circle, but you also need as much weaponry and defensive armament as possible. Don't get caught 'with your hand in the cookie jar', so to speak...If you've got level 2 and 3 gear, an awesome primary and secondary weapon, and some medical gear, book it! You might find more stuff later!**



# **PUBG Specific Tactics & Tips**

**Let's start with controls. Yes, PUBG operates your player with fairly standard controls, like WASD for movement, SPACE for jump, Left-Click on your mouse for firing your weapon or making a melee attack, Right-Click for aiming down your sights, etc. In addition, there is C to crouch, and Z to go prone.**

## **Controls you need to know:**

- \* Right-clicking once when you're carrying a gun in third-person mode will aim down its sights, but holding down the right mouse button will give you a tight, over-the-shoulder, scope-free aim.**

- \* E and Q let you lean out from cover, a move that might save your life in a firefight.**

- \* Holding ALT lets you look around without moving, which keeps you from making noise or changing direction while surveying your surroundings. (You can do this while running, and you will keep running in your specified direction.)**

- \* CTRL, when held down, makes you walk, which is very slow but extremely helpful when you need to keep your noise profile down.**

- \* Hitting B lets you change some weapons' fire mode between single and automatic fire or burst fire, etc.**

- \* V flips you from a third-person view to first-person.**

- \* CTRL+T mutes the in-game chat. CTRL+M mutes master volume.**

- \* Shift+Space gives you a more powerful jump.**



**Vehicle controls are similar to on-foot controls, though you have a horn (Left-Click), a handbrake (Space), BOOST (Shift), and you can switch seats at will with CTRL+ 1, 2, 3, or 4. (Did you know you can control your motorcycle 'air' with Left CTRL+Space?)**

**I have seen seat switching in a car used to devastating effect. A player drove near an enemy, switched to the passenger seat, leaned out his window and shot the guy dead, and then switched back to the driver's seat and drove on. This all took about 3 seconds.**

**You can throw grenades 'underhanded' by holding Left-Click, and Right-Click to throw.**

**You can zoom in or out on the Map by using your mouse wheel.**

**Many people aren't aware you can 'split' items by holding CTRL and moving the item off-screen. Give it a shot!**

**Familiarity with the controls is the same thing as physical training in the military. The more you train your muscle memory to the efficient, quick way, the faster your reactions when it counts.**

**Tactics aren't just ideas, they should be HABITS. Tactics are 'best practices' to keep you and your team alive, and should always be employed to the best of your ability. You can't be tactical properly if you're still spending all your time learning, changing, or trying different controls.**

**Lastly, never forget the X key...This shoulders any weapon, leaving your hands free. Running with no weapons is faster and can mean the difference between life or death at the ending of a round.**

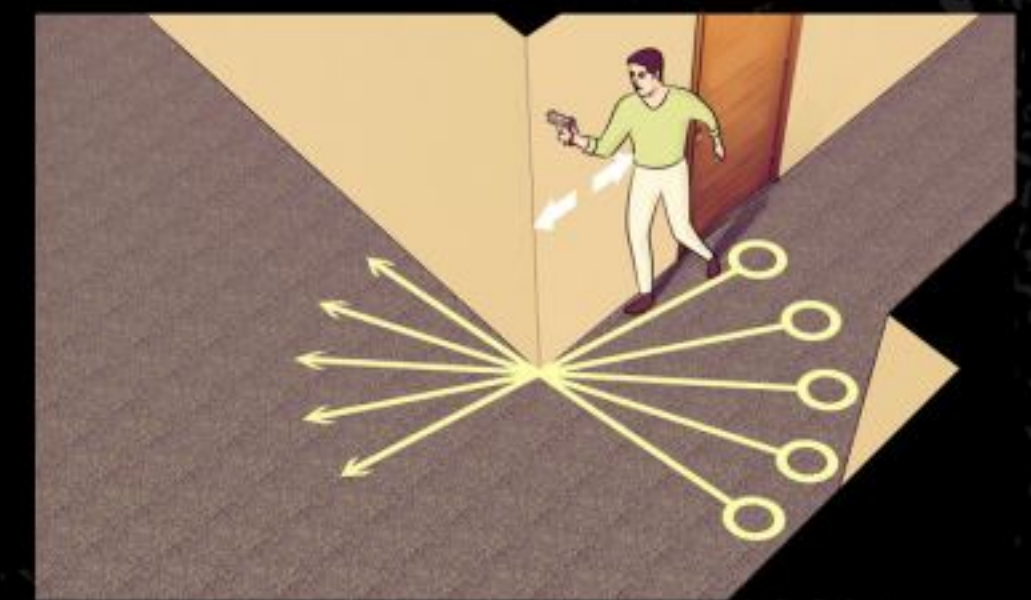
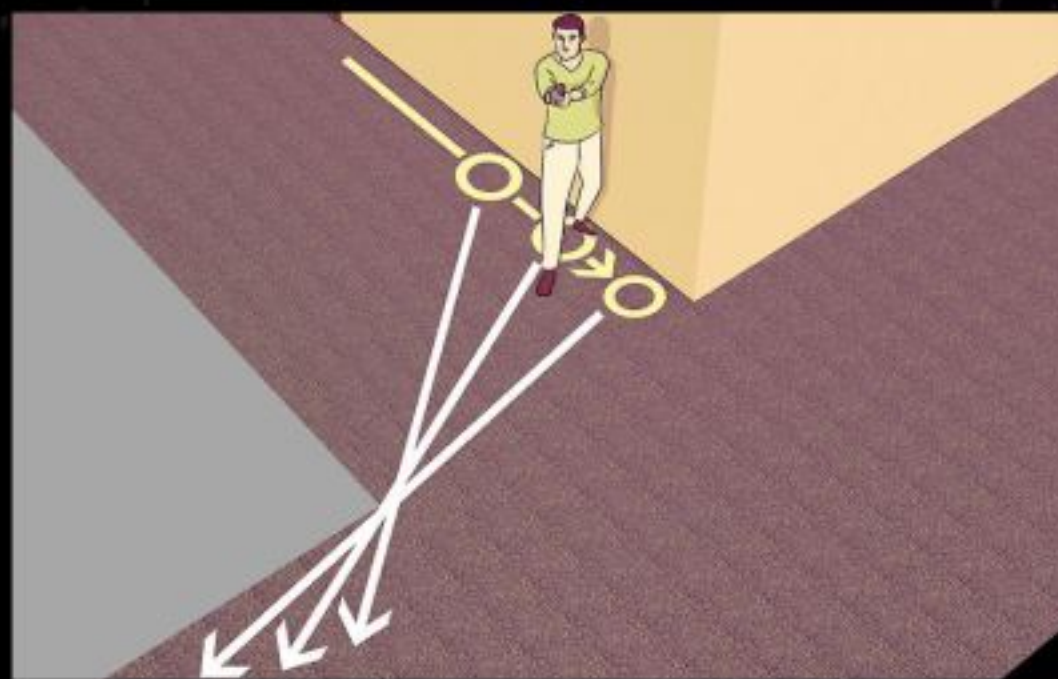
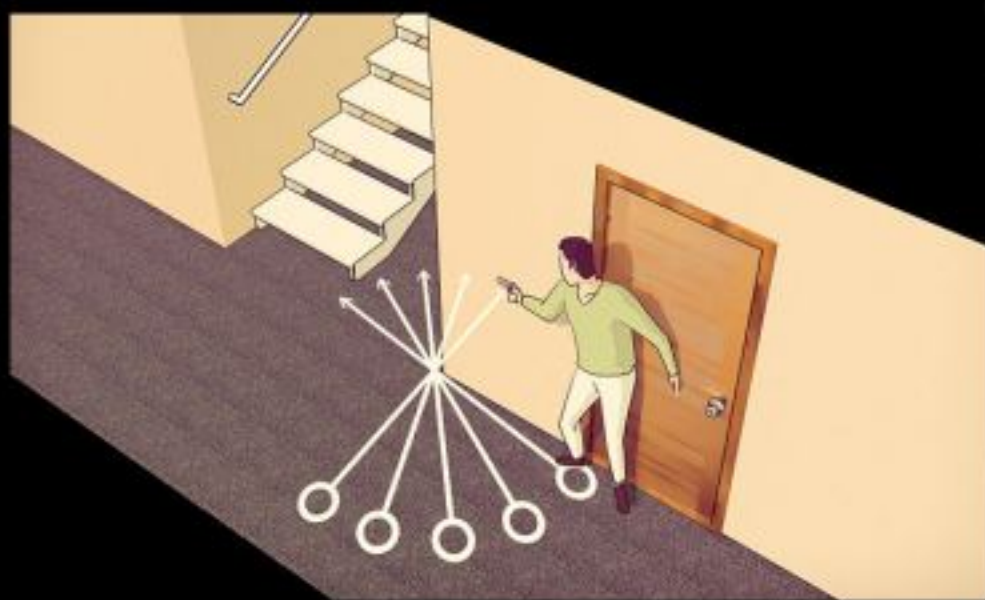
**MASSIVE TIP: If you're inside the last circle, and you have a Level 3 pack, a frying pan on your back, and/or two rifles...Ditch them all as you lay prone. The round's almost over, and that stuff makes you more visible to your enemy. As they say "You can't take it with you!"**



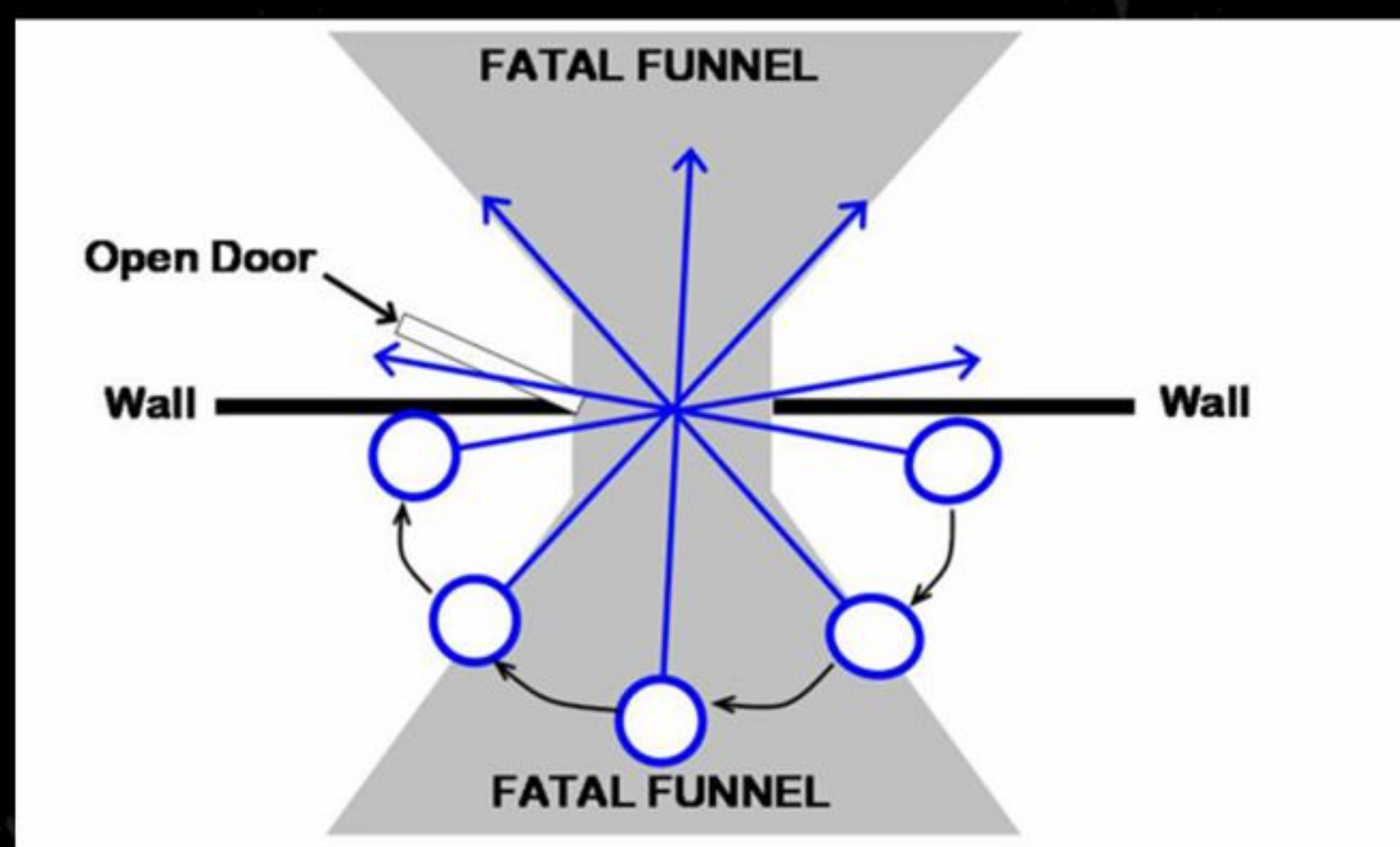
# Slicing The Pie

**Slicing The Pie is a tactical, 'room/house clearing' method that allows you to quickly clear spaces with efficiency and with a little less danger to yourself than just stepping into a room. It's basically the right way to move around a corner, a door, a vehicle, or a wall with a ready firearm.**

**This method uses geometry and angles to give you the best sight picture, while keeping as little of you exposed to hostile fire as possible.**



**Some examples of corner clearing that illustrate slicing the pie. Please note that you don't 'stick' to the wall, but instead make a short semi-circle to give you the proper angles of fire. This is denoted by the circles in the illustrations. In these illustrations, you are only clearing a 90 degree arc, (in the far left and right images), and only a 45 degree arc, (in the middle image.) In room clearing, your arc should be a full 180 degree sweep, much like the next illustration below.**



**You have to be aware, at all times, when you are in the 'fatal funnel', the area where your most sensitive and vital parts are the most exposed to possible enemy fire. Be careful not to do this with a weapon with a scope zoomed in, as this will take away your natural sight picture and actually harm your targetting in close quarters. Most good players make a point of slicing the pie in first person "ADS" or 'Aiming Down the Sights' of their secondary (Close Quarters) weapons, like UMPs or Shotguns.**



# Conclusion

**There is SO MUCH more to cover, including the usage and understanding of sniper scope reticles, the best tactics when entering new white circles, and lots more.**

**Rather than try to document it all in this guide, here's a nice list of resources that are much more entertaining and teach the same sorts of things:**

**Youtube Channel - WackyJacky101 -**

**<https://www.youtube.com/channel/UCfK7qpS954pk14YvDCsWCuw/featured>**

**This channel is FULL of great tutorials on spotting enemies, using vehicles, how to read various scopes, key bindings, all sorts of great information!**

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**The PUBG Wiki**

**[https://pubg.gamepedia.com/PLAYERUNKNOWN'S\\_BATTLEGROUNDS\\_Wiki](https://pubg.gamepedia.com/PLAYERUNKNOWN'S_BATTLEGROUNDS_Wiki)**

**This site not only features lots of interesting data, but also has guides on the best loadouts for defense, assault, ranged, or close quarters combat.**

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**Bonus Tip(!): Did you know you could swap which shoulder you are looking over in third person? Click and HOLD your Right Mouse Button and use your Lean keys (Q & E) to switch back and forth! Cool, no?**





Enjoy Your Chicken Dinner!

