

## Plastic Rat's guide to Combat Tactics

(NOTE: GM's. You may want to familiarise yourselves properly with this data before handing it out to players.)

Heads up chummers, this data comes to you at the combined cost of innumerable limbs, bullet wounds, facial reconstructions, skin transplants, numerous runner deaths (Cairn Rain, you will always be remembered) and the deaths of exactly three trained Devil Rats, (another escaped with minor wounds). Their losses are noted. Use this data wisely.

Discuss these points with your team members on the best possible means to implement them in combat. If used incorrectly they can result in injury and death. These ideas should not be tried at home. Aztechnology's back yard? ... Now that's a different story!

### Suppressive Fire.

A well trained machine gunner can deny an area to an enemy. Cause havoc on compromised enemy positions and cover team mates very effectively using suppressive fire. The basic idea is to put so much lead\* into an area that it becomes impossible to enter the area. DO NOT aim for individual targets. Turning a set area into a death zone is your prerogative.

Suppressive Fire also works well on areas already containing enemies, as it is up to the enemy to remove themselves from said area under a hail of fire. Obviously the more munitions expended upon the area, the more effective your Suppressing Fire. Likewise also, the smaller the area, the greater the concentration of fire. Combined force of arms with team mates can also work wonders.

**Ideal locations are;** alleyways, corridors, doorways, machine gun nests and the interiors of vehicles.

### Searching Fire

This is simple. Required: One full-auto capable weapon and one target, usually in hiding. When you don't know the exact location of your target either due to low visibility or extremely light cover, the Searching Fire tactic is your best friend. You of course need a rough idea of the location of your target, firing in the opposite direction will only result in a reduction of your street-cred. Arc the fire of your automatic weapon out over the area you suspect to be inhabited by your target, preferably moving back and forth. If used correctly this can severely ruin any hidden targets day. If you hear sounds of pain, concentrate your fire there. The more ammunition poured into the area, the higher your chance of hitting something. Make highly certain that the area does not contain any of your team mates. (Yup, this is where the Devil Rats came in.)

**Ideal locations are;** badly lit areas, smoke filled areas, places with lots of light cover e.g. warehouses and the hall of mirrors at your local fair.

\*Or depleted uranium, flechettes, volatile chemicals etc. Just use your imagination.

#### Plastic's Notes on Combat tactics

Suppressive fire

Searching fire

Throwing back grenades

Smoke grenades

Small unit tactics

Athletics and dodging

Cover

Camouflage

Surprise and Ambushes

Sniping