

# INFANTRY GUIDE

## FOR THE 41<sup>ST</sup> MOBILE RECONNAISSANCE CORPS

### **Combat Medic**

Obviously, this class is meant to revive and heal. Combat Medics can fight, but have practically no uncommon strength as a fighter. They can revive, but they cannot heal MAX units.

Try to be a difficult target, especially when you expose yourself to revive someone. Move around, maybe jump (to avoid headshots). Also, try to make good use of cover and avoid being static even when behind cover – some sniper may aim at you!

Combat Medics should be the rear guard of a squad assault, reviving the fallen and healing others mostly when the assault slowed down or has reached its objective. Being rear guard also means to secure the rear; whenever possible they should watch the doors in the rear, ready to alert or shoot when scum appears.

### ***Main weapon***

The main weapon should usually be the default shotgun, don't bother to acquire or improve an assault rifle. Assault rifles have their only real strengths in (for Medics) pointless medium range firefights.

Medics will usually have their medical applicator in their hands when rebel or techhugger scum appears suddenly. Then they need to switch to either primary or secondary weapon. To switch to the secondary weapon (pistol) is quicker, of course. Their primary weapon should rather be used when combat is anticipated.

### ***Tool***

The final stage of the medical applicator makes reviving real quick you can then move past the patient while reviving him.

### ***Armour***

Nanoweave armour is fine in most fights, though in really big fights (inside Biolabs, for example) where the Combat Medic cowers behind cover while supporting his comrades he will benefit more from flak armour because it'll be the Frag grenades that hurt him most.

## ***Grenade***

The revive grenade is an appropriate option to expose yourself less when reviving, but often times those who were revived this way will fall again quickly after.

## ***Implants***

The regeneration implant makes sense only if you use the Shield Recharging Field instead of the Nano-Regen Device. The Regeneration implant + Shield Recharging Field combo makes sense in static fights such as in Biolabs. The other implants aren't terribly important to a Combat Medic, thus their implant choices don't matter much.

## **Light Assault**

In squad actions the Light Assault is primarily a fine class for squad leaders, for they can place spawn beacons in relatively safe high (roof) positions as LA. Another excuse for using LA may be to kill some vehicle with C4, but most of the time the LA is more a fun class than a capable one – except for really good players who exploit its agility well and for really, really good carbine marksmen.

LA should rise with their Jump Jets if they hear surprising knife sounds or see a hostile infiltrator charging them. This may avoid an otherwise lethal (powered) knife attack.

Remember that LA can go where others cannot go – this includes ambush positions at high places, including over many doors. They often assault objectives through windows, avoiding mines that were placed to block stairways and doors.

### ***Main weapon***

The LC3 Jaguar is a cheap and fine carbine for the LA class. Carbines do not have an improved dispersion when used in flight. Pump action shotguns may be useful if you like to fly over man-high cover indoors to surprise and quickly kill an opponent at short range.

### ***Tools***

Skirmisher Jump Jets are fine, but Icarus Jump Jets should be tested in VR. Icarus Jump Jets are great for reaching higher places, and for the use of Jump Jets in a firefight. Drifter Jump Jets are rarely of much use.

The Typhoon rockets are recommended low priority upgrade for the Rocklet Rifle. Their effective range is very short, though.

Two C4 are a must-have.

### ***Armour***

Nanoweave armour is recommended in the long term, but won't help much.

### ***Grenade***

Flash grenades make some sense in squad assaults (thrown into a building with prior announcement by voice), but it needs some testing to learn the effective radius. After all, flash grenades can also affect our troops!

Smoke grenades + HS/NV sights are another option. You may blind your enemies and then engage them

with the HS/NV sight on your gun since it sees through the smoke.

### ***Implants***

Regeneration implants make much sense, as does Battle Hardened. The lucky troopers who have the still very rare Minor Cloak implant may use it to turn the LA into a sniper who shoots down from high positions, then preferably with some very accurate carbine (T5 AMC, TANTO etc.) or simply hides there spotting or waiting for opportunities.

## **Heavy Assault**

This class is a bit superfluous, for the MAX unit is a better fighter most of the time. The advantages of a Heavy Assault compared to a MAX are that HA is much cheaper in nanites, less susceptible to C-4, can use vehicles, can use consoles, can sabotage generators and can be rewarded for capturing.

### ***Main weapon***

The default LMG is an OK primary weapon, and aiming through sights is practically a must at all but the closest distances. Heavy Assaults can be the worst enemies of infiltrators due to their extra shield, so make use of this and install darklight on your LMG!

An upgraded T7 Chaingun is an easy-to-use, frightening and very effective alternative later on. It's not of much use if you get surprised due to its slow spin-up, though. The Chaingun can also not mount any darklight, so better use darklight on your secondary gun if you use the Chaingun. There are some high end light machineguns available as an alternative to both T9 CARV and T7 Chaingun. The NS-15M2 is a nice one, but should not be a high priority purchase.

### ***Tool***

The default ML-7 rocket launcher is good for little but very short range anti-infantry (and anti-MAX) purposes. Replace it with the ASP-30 Grounder, as this makes you powerful against all air threats (three hits kill a Scythe or Reaver) and your odds of hitting ground vehicles at medium ranges improve considerable with your dumb fire because the rocket is quicker than the ML-7's.

The HA should rather not use C-4 (he has a rocket launcher, after all) and rather prefer the Auxiliary Shield power in order to double down on his toughness advantage over all infantry but MAXes.

### ***Armour***

Nanoweave Armour is the way to go if you use a Nanite Mesh Shield (this is the combination to go for it you often don't activate your extra shield in time), for Resist Shield and Nanoweave armour don't stack in their effects. Resist shield is more powerful if you activate it early (preferably before the scum opens fire on you), and can be coupled with Advanced Shield Capacitor for less interruptions (or risks) during an assault. Keep in mind the HA's extra shields slow him down!

### ***Grenade***

Concussion grenades should be acquired. They are fine preparations for an assault into buildings, just like EMP (Infiltrator) and Flash Bang (Light Assault) grenades.

## ***Implants***

A Battle Hardened implant is a necessity. Try it out if you haven't yet; you will win much more one-on-one fights with it! The second implant should be Sweeper HUD (when serving in a squad) or Regeneration (when not cooperating in a squad).

# **Infiltrator**

Infiltrators differ extremely depending on which cloak they use.

## **Stalker Infiltrator**

The Stalker cloak permits unlimited cloaking when not moving. It is best for sneaky actions behind enemy lines; capturing, hacking, knife assassinations (Ripper knife in powered mode kills all but HA and MAX in one hit!), Claymore emplacement and spotting are very much possible.

Stalker infiltrators can prepare a base for takeover very well. They can hack consoles and turrets, and wait at capture objectives to begin capturing once a link is established. One or two Stalker infiltrators may be the difference between an uninterrupted offensive drive through multiple regions and a frustrating forward and back caused by enemies capturing locations back as long as they still have a link.

## ***Main Weapon***

Their drawback is that the primary weapon is unavailable to them. The only worthwhile replacement sidearm for the Repeater pistol are the Commissioner and the Underboss, and these are luxury improvements of low priority because the Terran Republic has the best default sidearm. Patient stalker infiltrators will be the best killers with the Ripper knife in powered mode. The activation of the Rippüer is slower than it used to be and quite loud, while its permanent powered mode noise is usually not audible to enemies on a busy battlefield.

## ***Tools***

Two Claymore mines are a necessity. They should be sited around corners (and keep in mind they are deadly only to the forward about 30°). Emplace them on the ground while crouched, this is much more accurate.

Motion spotters are a great tool to support the squad, both in assault and defence. They do not detect cloaked, crouched or standing opponents, though.

## ***Armour***

The Nanoweave armour is important if the first try to kill with the knife is a miss.

## ***Grenade***

The EMP grenade is extremely useful both for surprise attacks (especially against Heavy Assault), for

escaping MAXes and for squad actions.

### ***Implants***

Regeneration and Sweeper HUD implants help the stalker infiltrator the most. All enemy mines can kill an infiltrator in one blast, so Sweeper HUD often saves infiltrator lives.

### **Sniper Infiltrator**

The Sniper infiltrator is best when he can snipe from a high position, regenerating his hunter cloak behind cover. He can then spot and aim under cloak, and uncloak for the shot. Smart placement of mines and Motion spotters may secure him against surprises from behind. Getting into the best high positions is difficult, of course. He may get into position by flying solo in an aircraft such as Valkyrie and simply drop to the suitable location. Light Assault-provided spawn beacons in high places may help as well.

The Sniper infiltrator isn't of as much use as the Stalker infiltrator in most squad actions, but he may be employed to secure open air vehicle consoles and open air generators and of course he may also serve as counter-sniper.

### ***Main weapon***

The Hunter cloak permits cloaking and the use of a powerful sniper rifle. The default sniper rifle is easy to use, but rarely kills with the first shot (usually only if it's a headshot on an already weakened enemy). Hipfire is near-useless with it. Check out the cheap M-77B sniper rifle if you think of yourself as a sniper. The really expensive sniper rifles can still be purchased later for a small improvement.

### ***Tool***

Motion spotters are a great tool to support the squad, both in assault and defence. They do not detect cloaked, crouched or standing opponents, though.

### ***Armour***

Use Nanoweave armour; it will help greatly, though headshots by other snipers are still deadly.

### ***Grenade***

The EMP grenade is extremely useful both for surprise attacks (especially against Heavy Assault), for escaping MAXes and for squad actions.



## ***Implants***

Sweeper HUD offers him range information that helps very much with Mil-Dot sights at long ranges. The ammo printer may be valuable if you survive for a long time in a good sniping position, whereas regeneration implant may help you to survive for a long time in a good sniping position in the first place. The Target focus implant helps with steady aiming, though it's useless with the default sniper rifles because it has a steadying attachment anyway.

## **Infiltrators in general**

Infiltrators are excellent for the first wave of a new continental campaign. They can sortie in a Mosquito, race to an objective, capture it, emplace mines, run to a vehicle console, hack it, create a Sunderer, drive it into a hideout, deploy it as spawn point and return to the objective for defence with knife (Stalker) or seek a sniper position or simply switch class at the deployed Sunderer. All this takes great speed and doesn't tolerate any delays.

Infiltrators without Nano-Armor Cloaking are the most vulnerable class. A single NC or VS mine hit usually kills them. Nano-Armor Cloaking is still not worth it, but you better be careful regarding the mine threat.

Cloaks are most effective when the infiltrator is crouched and not moving. Next best is crouched and moving, then walking. Running while cloaked is visible at infantry combat ranges, but may be invisible at long ranges. Aircraft crews will hardly ever see a running cloaked infiltrator.

Cloaks are imperfect and cause light distortions. The less light there is, the less can be distorted – cloaked infiltrators are much harder to notice at night. Distortions are also of little significance if the background isn't regular. A monotonous all-grey wall is a good background, while a background with high contrast lines will cause the lines to be visibly distorted by the cloak.

Try to still use shadows, bushes and concealment to hide better at short range. On the other hand, sometimes the best place to hide for a stalker infiltrator is to be on an open field where no-one suspects anyone to be (just watch out to not be driven over). Stay away from the vicinity of NC and VS scum if you don't want to be seen.

Don't run around corners when cloaked - crouch around corners, there might be bad surprises!

Cloaking and decloaking causes a highly alarming acoustic signature. This makes Hunter cloaking outright troublesome on infiltration missions. The cloak sounds are different between TR, NS and VS – learn to recognise them!

Spotting is audible as well and enemies learn the direction to you from it. Emplacing Motion spotters also gives away your current location, as they appear on the enemy HUD's minimap. You may exploit this to lure them into a Claymore mine trap, though.

# Engineer

The engineer has multiple strengths;

1. repairing tanks and other vehicles
2. repairing MAXes
3. defence of objectives

The Nano-Armor Kit is obviously the most important item of an engineer. It needs to be upgraded to be really useful in keeping MAXes alive. The engineer will often have this tool in his hand when some scum comes around the corner or through a door, so he has the same issues as do Combat Medics. Even worse; engineers need to be close to MAXes to support them, and are thus often more „forward“ than Combat Medics.

Engineers are a very popular class for vehicle users, for they can repair the vehicle.

Try not to be run over if you repair vehicles. Stay to their left or right, not behind them. Read their movements, try to understand what they will do next. Jump if you are about to be overrun by a Lightning.

## ***Main weapon***

The default shotgun is thus usually a useful primary weapon. It should be equipped with Darklight. The engineer can use the same carbine as the Light Assault, so any such firepower improvement for the latter benefits the Engineer. LC3 Jaguar and most other carbines are very suitable inside large rooms and halls.

Have a look at the Crossbow sidearm and its special sensor ammunition. This should be no priority purchase at all, but it gives the user a means to detect cloaked infiltrators, and the engineer can resupply himself with ammunition indefinitely, so he never runs out of sensor probes ammunition. Consider to buy this at BR above 60 or so.

## ***Tools***

The Spitfire turret is weak in itself, but a great alerter device, distraction and often a decisive firepower help. A squad could deploy a group of Spitfire turrets to reinforce the defence of an objective unless the objective is in really close quarters.

The anti-vehicle MANA turret is only of use at long ranges, for it lacks a shield. The default anti-infantry MANA turret should be used with care; do not try to defend a door by aiming at it all the time. Let the turret's forcefield face the door, or else a sniper infiltrator may crouch into the door unseen, aim for your head, uncloak and kill. The Hardlight Barrier is an alternative to turrets, and an overrated novelty. It merely motivates the enemy scum to aim for the head of anyone who crouches behind the barrier. That's not what we want.

The Engineer can use Anti-Tank mines, which are often emplaced at the bottom of blue lifts to kill MAXes, in front of vehicle spawn pads, on bridges and other bottlenecks and when facing many hostile MAXes also close to doors and indoors in general. The Sweeper HUD implant should have reduced the effectiveness of Anti-Tank Mines laid in the open, but occasionally it's still lethal.

An engineer with Claymores may be extremely valuable in close quarters battle defence, often killing two attackers with mines alone and maybe another with Spitfire turret + primary weapon before being overrun.

The ammunition package should be distributed often, but keep in mind enemy scum may appear at a corner or door any time and you will be defenceless with an ammunition package in the hands.

### ***Armour***

Nanoweave armour, alternatively Flak Armour if you expect static fights and being behind cover much of the time.

### ***Grenade***

The sticky grenade is special and should be preferred over Frag grenades, but this is a low priority improvement.

### ***Implants***

The Engineer should use a Regeneration implant to reduce the burden on and dependence on Combat medics. Battle Hardened and Sweeper HUD implants are useful as well. Minor Cloak – if available – may prove invaluable in an ambushing defence of objectives.

# **MAX**

MAX units are under-used. They cost 450 nanites, but are wholly worth this expense!

Their nemesis are C-4 charges, but other than that they are by far the most powerful „infantry“ class.

MAX units are inherently better at fighting downwards than upwards because of the C-4 threat. They should also think twice before giving chase to an enemy other than an infiltrator – the scum might drop a C-4!

The most common mistake made by MAX troopers is to ignore survivability. They should not expose themselves when at below 1/3 health, particularly not directly after a revive. Seek cover and recover! Even three engineers supporting you don't make you invincible!

MAX units can be carried by Galaxy aircraft and Sunderer APCs (not in driver position). Open seats (Flash, Harasser, Valkyrie) are available for MAXes, but not a good option.

## ***Main weapon***

Equip a new MAX ASAP with an affordable M2 Mutilator to get a second anti-infantry weapon instead of that weak grenade weapon. Much less infantry opponents will get away in time before you can kill them with your M1/M2 combo! The long-term anti-infantry armament should be two MRC-3 Mercy guns, for they are much more deadly at medium ranges.

It's also worth consideration to buy two NS-20 Gorgons which are both useful against infantry and vehicles, and great against enemy MAXes. This isn't a high priority upgrade, though.

The M2 Mutilator and M1 work together nicely – you can shoot suppressive fires for very long before reloading both weapons simultaneously for the first time. This is fine for defence, when you want to keep enemies from coming through a door or around a corner. All our anti-air weapons for MAXes are unconvincing.

## ***Tool***

Emergency Repair is a must-have when not fighting with engineer support, while Lockdown is sometimes of use when fixing enemies in a spawn area.

## ***Armour***

Kinetic Armor is usually the best armor because Flak Armor doesn't really help against C-4 or rocket hits. C-4 causes too high damage against MAX units even through Flak Armor, and rockets usually hit directly, but Flak Armor helps only against splash damage, not direct hits. The Nanite Auto Repair System is not really necessary if you have Emergency Repair.

## ***Implants***

Sweeper HUD implants largely solve the Anti Tank Mine threat, and Safeguard is helpful particularly in static fights.

## **General information sources**

Guide on the new implants

<http://iridar.net/planetside2/equipment/implants/>

Planetside 2 Wiki

[http://planetside.wikia.com/wiki/PlanetSide\\_2\\_Wiki](http://planetside.wikia.com/wiki/PlanetSide_2_Wiki)

Pay attention to the comments far down on the pages, but keep in mind that old comments may be obsolete!