

Planetside 2 Infantry Guide

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Credits

- Thanks to DRAX for his video on [installing the Recursion Stat Tracker](#)
- Thanks to Boss for his video on the [VR aim training spot](#)
- Thanks to Ryan, Gylle and Kefeus for their clips
- Thanks to VIRT for his videos of narrated gameplay that explain his decision-making
- Thanks to D3S for [THIS](#) comment and also proof-reading
- Thanks to DrSwov for his [video guide](#) on positioning

Improving Your Aim

Getting good aim does not happen overnight; it takes a whole lot of hours spent in game to develop the muscle memory, precise control and speed that you need to aim and track well. You also have to do this at the same time as managing recoil, bursting properly and compensating your aim for your own strafing.

Having said that, it's not just about time spent in game. There are plenty of players with thousands of hours invested in Planetside who do not aim well. There are three basic reasons for this; configuration, mindset and getting the right kind of practice.

In this section we're going to cover how to accelerate the process of improving your aim but just to set expectations, it's still going to take time.

In regards to getting the right configuration so that you can begin to improve your aim, please refer to the first guide in this series.

Crosshairs Overlays

A crosshairs overlay is a third party application that overlays a crosshairs on top of the game. These are not permitted in many games for varying reasons but have always been allowed in Planetside because you could just put a dot in the middle of your monitor anyway. A lot of new monitors even have inbuilt crosshairs overlay functions, though I haven't seen one that I liked yet.

Despite not being allowed in many other games crosshairs overlays aren't really that powerful but they do help your infantry play in two specific ways. It helps a little to have a consistent crosshairs no matter what weapon you're using or faction you're playing. They also help with hipfire aiming quite a lot.

It is easier to track targets accurately in CQC while hipfiring if you have a small crosshairs right in the middle of your screen. The larger reticle in game that roughly shows your cone of fire does not show the centre-point of that cone, which is what you want to aim with to maximise hits.

It also helps when peeking in hipfire (for the extra movement speed and peek advantage covered in Guide 2) and switching to ADS. With an overlay you can get your aim on point precisely before aiming down sights.

There are two good crosshairs overlays around, [Play Claw](#) and the [Recursion Stat Tracker](#). A short guide on how install Recursion can be found [HERE](#). Recursion has some other nice features, such as playing sound files when you get certain achievements (kill streaks etc) and it displays your session stats too and can display those in an overlay in the corner of the screen.

The most useful crosshairs are simple, small and clear ones. All you're using it for is to mark the centre point of your screen (and thus your hipfire cone of fire) so I'd recommend something small and bright in colour. There are more elaborate crosshairs available but they don't fulfill their purpose as effectively.

In terms of colours you want something that will stand out clearly wherever you're aiming. A very bright green is commonly used. Although there are lots of greens in Planetside they're either dark (Hossin) or a mix of dark and washed out (Amerish) so a bright kind of lime green works. Many players also use a pinkish purple crosshairs which also stands out very well.

This is a matter of preference but just make sure you pick a colour that is always clear on screen. If you ever lose sight of your crosshairs overlay on screen, consider changing the colour.

Live Practice

When practicing on the Live servers and specifically trying to improve your aim the first thing to remember is that the more engagements you have with enemy players, the more practice you're getting.

Cut your downtime between fights as low as it can go and try to stay in the action as much as possible. A good metric for how well you're doing this is your kills per minute (KPM) or kills per hour (KPH). The [Recursion Stat Tracker](#) is great for this because it shows your kills and session length in the corner so you can keep an eye on that and try to push your kill rate.

Kill Rate: Kill rate is a good stat to work on anyway as this is a much better indicator of your impact on a single fight than KDR or any other stat; increasing the number of players that you send back to the spawn tubes in each fight. There are other ways to make an impact on fights for sure, but killing more people in less time is always a very useful contribution and is also a lot of fun.

When training your aim you also need to stay focused. Keep a track of your crosshairs carefully and try to place it on enemies and track their movement as precisely as you can. This becomes instinctive over a lot of time but to start with you need to concentrate on it. That applies whenever you want to improve any aspect of your game really, you need to focus on it and make a conscious effort. Eventually you'll build that into your practice, muscle memory and instincts and it will become easier.

Remember that good aim isn't just about those 180 degree flick shots to kill a guy behind you. A lot of the art of positioning is to minimise how often you get into those kinds of disadvantaged situations anyway.

Most aiming is done with smaller, more precise movements to get your crosshairs exactly on a target and then track it (while compensating for bursts of recoil and your own strafing.) Making those smaller aim adjustments with speed and precision is as important as any other kind of aim practice, if not more so.

The fact of the matter is that you need to build muscle memory for all kinds of aiming

The Boss Spot

In [THIS](#) video from 2017 Boss demonstrates a position inside VR Training where the dummy player models spawn back in much faster after you shoot them and where they're nicely spread to practice your aim.

Using this spot to train your aim is probably the single fastest way to do it because you can spend 100% of your time aiming and shooting and none of it looking for enemies or trying to find good fights on the live servers.

It's particularly good for improving your initial target acquisition speed and accuracy and target switching but, as there are currently no moving targets in VR, it won't allow you to improve your tracking aim.

The other big downside of doing this is that it's not nearly as much fun as killing other players. It can definitely be used to accelerate developing your muscle memory though and is particularly useful if you're coming back to the game after a break or if you've recently changed your mouse sensitivity.

A few things to remember when training here. Don't forget to ADAD. Moving is important in Planetside, you want to decrease the number of bullets that hit you as much as possible but this moves your cursor around and compensating for that is a part of good aiming.

Also try to vary the kind of aiming that you do. Mix it up between 180 degree switches, 90 degrees and also targets very close together. It will build your muscle memory much better to do that. Make an effort to reduce the time and number of bullets that it takes to kill a group of targets.

Be analytical too. Are you aiming past the target or short of it consistently. If so you'll need to make an effort to correct for it or perhaps even adjust your sensitivity to compensate.

Jaeger

The Jaeger server is a separate Planetside server that you can request accounts to play on. It's used for competitive events and for training.

Many outfits use Jaeger for internal training and scrim matches which is a great way to practice and have fun. There are also ways for players not in these outfits to also get scrim play practice.

NA and EU pickups are events where anyone can join, two team captains are selected and they alternate picking players so that the teams are roughly balanced. The teams then fight over a specific base as infantry only with rules in place to make it a fun, infantry skill based fight.

There's also [PS2 Open League](#) which uses Discord and has a bot to handle match sign-ups etc.

One thing I would say about joining Jaeger events is to get to a decent standard first. You want to be running a 2-3 KDR and 1 KPM average on the Live servers before really thinking about joining Open League in particular.

This is because the standard is quite a bit higher than on Live and facing lots of good players like that can teach you bad habits around being too defensive if you aren't quite ready for it.

There are sometimes Jaeger bootcamp events and these are much more accessible to less skilled players and are both good practice and a great way to start out in competitive infantry play.

Jaeger events are generally advertised on the server specific reddit's, so keep an eye on those if you're interested in trying that..

TLDR

- Improving your aim takes a long time
- You have to get your config right before you can start to do this
- Crosshairs overlays will help with your hipfire aim
- Maximise the number of fights you have to accelerate your practice sessions
- Stay focused on keeping your crosshairs just right but don't forget to maintain good bursting and peeking technique and to ADAD
- The Boss spot in VR is the fastest way to improve target acquisition and target switching aim
- Jaeger events can be great practice for your aim and infantry play in general

Positioning

Principles of Good Positioning

- Minimising line of sight

We covered this in the guide on 1v1 basics but it's the absolute fundamental basis of positioning. This is so much more important in Planetside than other games because of the open bases, disparate spawn locations, dense concentrations of players and the mix of vehicles, aircraft, snipers and infantry.

New players either work out pretty quickly that running into the line of sight of lots of players means instant death or they tend to quit the game.

The best engagements you can have are the ones where the person you kill never sees you and that's a mark of good positioning and movement. That's not possible all the time but you don't want to be attacking groups of enemies. No matter how good you get at aiming, if there are two guns on you at once that's a bad position.

Minimising line of sight is at its core about taking enemies one at a time. You can do this even in situations where there are many enemies by using cover and movement to keep it so that only one can see you at a time.

[HERE](#) is a clip from Ryan that illustrates how you can use doorways, boxes and pretty much any cover available to clear a room one enemy at a time rather than taking them all at once.

- Maintain proximity to cover

Maintaining proximity to cover has two major benefits. Firstly it decreases the number of angles that enemies can get on you when compared to crossing open ground.

Secondly, it means that you can back out of an engagement if the odds don't look good or you make a mistake.

It's a common error of less experienced players that when they peek to take a 1v1, they will see that through no matter what. If you peek and there are two guys there aiming right at you, that's a bad situation so just get straight back into cover. Making that decision early will keep you alive and with some of your shield still remaining.

Being close to cover means that you have a way out of bad situations. Even if you simply mess up your aim and feel that you're losing the engagement, just get back into cover and reset the engagement so that you can try again.

Note: When backing out of an engagement, do not strafe back into cover. Planetside does not have movement acceleration and [strafe speed](#) is much slower than sprint speed. Your fastest way back to cover is to turn and sprint.

Backing out of losing engagements so that you can try to create a more favourable one will increase your KDR and keep you in the fight for longer.

There are ways of escaping engagements when caught in the open and we'll cover these in future guides. You may also find, as you improve your aim and movement skills, that you become more comfortable taking these engagements, so this rule becomes less concrete as you improve.

One thing never changes though; being in open ground is never a strong position. If you get caught there it puts control of the engagement in your enemy's hands and reduces the options that you have. Being close to cover is always preferable.

- Be where they don't expect you

In the second guide in this series we covered crosshairs placement and enemy players do it too. They look and pre-aim where they expect you to be. Taking them head-on in those situations you will always take at least some damage and this can result in you being worn down by successive engagements or simply losing the engagement.

By using base knowledge and thinking about the choke points that enemy's will be focused on you can find some great flanking positions. Exploiting these is probably the best way there is to get infantry kill streaks (as you could see in [GylleBMF's](#) game. He was a master at finding those spots.)

[THIS](#) video shows Kefeus fighting at Rime Analytics for the TR. The NC defending the base are tunnel-visioned on the main entrance and he exploits this by taking up a flanking position and picking them off one-by-one. Eventually this enables the TR to get a foothold in the base, past the initial choke point.

Note particularly how much easier it is to kill people that aren't looking at you. This is why movement and positioning are as important or even more important than good aiming in Planetside 2.

- Take engagements on your terms

Good movement and positioning allow you to control the timing and position of your engagements. This can either allow you to give yourself a much stronger chance of winning, or buy time to reload and for your shields to regenerate.

Let's go back to the [CLIP](#) of Ryan from earlier. At about 25 seconds into the clip he identifies that the strong partial cover position of the crates is not being covered at all and that there's an enemy just behind it. That enemy is most likely focused on the doorways where he's been standing and not on the crates themselves.

Seeing the opportunity to take a position that has cover, isn't being pre-aimed and gives him peek advantage on at least one enemy he rushes in and take two kills with just a small loss to his overshield. Seeing and taking this opportunity puts him in control of the engagement and leads to the point building being cleared.

[THIS](#) clip also of Ryan shows a fight at Ikanam Bio Lab. At around the 25s mark his position is becoming overrun, he's heavily outnumbered and his shields are gone. He peeks at the same time as his squadmate and they manage to kill a guy creating an opening for him to move.

He then falls back around the corner, breaks line of sight using the wall, reloads, chugs a medkit and takes a nice partial cover position. Now he's in a position where he's hard to hit, he has full health and shields and basically he's back in the fight allowing him to get a few more kills before being overwhelmed.

Awareness

Awareness is a prerequisite for good positioning in that you need to know where enemies are and what they're using in order to make good decisions about how to position yourself to engage them.

Planetside 2 gives you information about individual enemies in four ways before you can even see them:

- The mini-map

The mini-map in Planetside is extremely powerful (and the nemesis of anyone who wants to pull off a good flank.)

Unnecessary Detail:-

- For most unsuppressed infantry weapons when firing you will be detected within 40-50m
- For wielded power knife attacks it's 5m
- For sniper rifles it's 100-150m (but 40m for the TRAP-M1)
- Rockets have a detect range of 100m
- A compensator increases the detection range by 35m
- A flash suppressor increases the detection range by 15m
- A suppressor removes detection upon firing a weapon

Now that might make it sound like suppressors are a good thing to use but it simply doesn't work out that way. Fights in Planetside are often saturated with motion spotters, motion spotting darts and scout radar vehicles and these will detect you and put you on the minimap regardless. Players will also very often spot you. Mini-map detection is just something that you have to accept in Planetside.

Motion spotters: If you can see a motion-spotter on the mini-map, that means it's detecting you. Killing these is definitely useful but always remember that they can be easily replaced and infiltrators sometimes use them as bait, so don't take risks just to kill a spotter.

Attachments: The detection range on firing is large enough that it being increased by the use of weapon attachments makes very little difference. Don't be too concerned by this when deciding whether to use a flash suppressor or compensator on your weapon.

The mini-map tells you precisely where enemies are and this knowledge is extremely powerful if you want to position yourself well and make your kills easier.

You should treat the mini-map like your car mirrors when you're learning to drive in that there are points when you should definitely check it and then at all other times you can randomly glance at it (but quite frequently.)

- When you approach a building, check the mini-map to get an idea of where people are positioned inside it
- When you're going to peek a corner, glance at the mini-map first to get an idea of what's around there
- After you take a kill, it's a good idea to glance at the mini-map to see who else is around (this will help you to avoid getting jumped just after you've taken a little damage)

Frequent checks of the mini-map will save you from getting flanked or jumped and will allow you to prepare for incoming threats and get ready in strong or sneaky positions.

However, it's not just enemies that show up on it. It's very useful that it shows dead friendly players too. If you see that your friendlies in an area are dead you know firstly that area is not covered anymore and secondly that it's quite likely there are enemies pushing in from there.

The mini-map basically gives you awareness and game sense for free in a fairly extreme way so you should definitely make strong use of it.

- Sounds

The usefulness of sounds scales down in proportion to the size of the fight you're at. In small fights you can hear everything, even footsteps and it's extremely useful. In large fights there's so much going on that it gets much harder to pick out specific sounds.

However, there are some very clear sounds that can give you life-saving intel in any sized fight, such as MAX footsteps and weapons, vehicles, shotguns, Light Assault jumpjets and infiltrator cloaks.

For example if you're approaching a building and you hear a MAX then you might want to get your rocket launcher ready and plan which cover you'll fall back to in order to reload should he decide to push you.

If you hear a shotgun you'll want to lengthen the engagement range to make more of his pellets miss, so peek further back from the corner and be very cautious about breaching unless you know he's in a weak position (engaging someone else, back-turned etc.)

Light Assault jumpjets are one of the most important sound indicators because they warn you of a potential flank so that you can be ready to deal with it. When you hear them, be

sure to look at the minimap. If you see a friendly dot roughly where you heard the sound then it's probably a friendly LA. If not then it's an enemy and you need to consider him when deciding what to do next.

You can use sounds to roughly place where enemies are, giving you a nice idea of where the threats are before you engage. However you still need to make good decisions about how to engage on the best terms you can get.

- The kill feed

In the top right corner of the screen is the kill feed. It's much more difficult to read on higher resolution monitors because the UI doesn't scale. It gives a real-time feed of kills and deaths and the weapon used. It's handy for identifying specific names that might indicate a good player is at this fight and also when that player has been killed. It's also handy because it tells you what weapons people are using.

- The scoreboard

The tab scoreboard shows you 15 of the players present at your fight. If you're familiar with many of the regular players on your server this can be useful. Some players have very specific play styles and specific weaknesses that you can look to exploit.

More generally you might just see the name of a really good player on there and make more of an effort to aim for the head quickly and to back out of engagements earlier when you don't have an advantage.

Note: The tab scoreboard is only active when the cap timer of a base is also active. If the capture timer has counted down then the scoreboard becomes outdated and can be misleading. It also doesn't confirm if a player is still present at the fight. Players can appear on the scoreboard after they've moved on to another fight.

Decision-Making and Analysis

If you're just starting out with your positioning game then apply the general principles of good positioning and it will help you right away and can lead to you becoming a competent player.

However, if you want to train this specific aspect of your game to the next level then there are ways to accelerate this. The first thing that you need is great awareness. The decisions that you make about where to go and how to approach a fight need to be based on as much information about the enemy players around you as you can get, so awareness is a prerequisite.

Ultimately you want good positioning to become instinctive but in order to train something to that point you have to make a conscious effort to get it right for a long time. This changes

the way that your brain reacts to situations in the game and ingrains good habits into your game.

That means to start with you need to think about it, a lot. Constantly consider where enemies are and what you think the best approach is for you to perform well in this situation. As with aim training, the main way to improve is to condense more of it into your play sessions. You do this by maximising the amount of time you spend fighting but also by thinking and constantly making conscious decisions about what you're going to do.

When you make decisions about what to do, where to go, how to engage etc there are two things that you should always do, no matter what: decide quickly and be confident about it. Don't second guess yourself.

It won't always work out but it's better to try something, to be the one taking control of the situation and to learn from the experience than it is to be a passenger and let your opponents be the ones in control.

When it doesn't work out though, when you die, be analytical. It's very common to blame game imbalance, lag etc when you lose out to an enemy but it's a terrible habit that stops you from seeing your mistakes. Should you have pushed, should you have stayed where you were, should you have flanked, should you have fallen back, should you have dealt with that Light Assault before moving forward?

Ask these questions of yourself and try to correct them and over time and you'll steadily improve your positioning game over time and after even more time those improvements to your game will start to come naturally to you.

If you want to go further than that and take your game up a notch then the first thing to do is improve your awareness. When your awareness of your surroundings is good then you can start looking at the way you make decisions about what to do and where to position yourself.

The most important thing about decision-making is to actually do it. Don't pause, don't second guess yourself, decide what to do quickly and commit to it. Your decision may be to stay where you are because it's a good spot and that's fine, but think about it and base that decision on awareness of your surroundings rather than just letting things happen.

It may be useful to watch [THIS](#) one hour video of VIRT playing as he narrates much of his decision-making and thought processes.

Stringing Them Out

We discussed earlier the concept of minimising line of sight to take your kills one at a time even in situations where there are multiple enemies closeby. This is often referred to in FPS games as “slicing the pie”.

Sometimes, especially when you're very out-numbered, this just isn't enough and simply working a corner can leave you vulnerable to being rushed by a group. In this situation you can queue the enemies up by repositioning.

The simplest and most commonly useful form of this could be described as a fighting retreat. In this scenario you drop back one line of cover (crate / box / doorway etc) at a time and repeek to pick more enemies off without letting them get close enough that they can get multiple people with line of sight on you at once.

Each time you move back the aggressive enemies might keep rushing quickly but others get distracted by other targets, play more cautiously, are reluctant to be baited in. They also don't make decisions at the same speed so they naturally become more staggered.

The simple act of chasing you also makes them form a bit of a line which can result in them blocking each others lines of sight. All of this helps you to take them one-by-one.

When doing this it is immensely helpful if you can take your kills quickly. Ideally you want to peek, chain headshot, get slide back into cover. In some situations you might even take multiple kills before ducking back to cover.

[This clip if Saiyan](#) demonstrates the value of taking kills quickly. The speed at which he kills and moves enables him to make this concept of stringing them out much less linear. He's not pulling them back in a straight line towards his own faction's front lines but leading them through corridors, upstairs, over fences etc. This blurs where the frontline is, confuses the hell out of his opponents so he catches a lot of them unaware and enables him to string out a large number of enemies so he can kill them all one at a time without being rushed.

This is quite advanced and one of the best Planetside clips that I've ever seen but it demonstrates how far you can take this fairly simple concept and what it enables you to do.

TLDR

- Minimise line of sight to take enemies one at a time
- Stay close to cover
- Be where they don't expect you
- Take engagements on your terms
- Check the mini-map very often
- Listen out for MAXs, shotguns, Light Assault jumpjets and cloaking Infiltrators

- Consciously think about what your best move is
- Analyse your deaths to see what you could have done better