# Real-Time Tactics (RTT)

## Definition

**# Source**: **Chatgpt (GPT-5-Standard) at [8/25/2025]**

**Real-Time Tactics (RTT)** is a **subgenre of Strategy games** focused on **tactical combat in real-time** without the resource gathering, base building, or large-scale economy management typically found in Real-Time Strategy (RTS).

## Key Features of RTT

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* **Small Squad Control:** Players manage a limited number of specialized units.
* **No Base Building:** Unlike RTS, there are no buildings, tech trees, or resource collection.
* **Tactical Gameplay:** Emphasis on positioning, stealth, line of sight, and timing.
* **Scenario-Based Missions:** Often designed with specific objectives (e.g., sabotage, assassination, rescue).
* **Real-Time Action:** Events happen continuously, requiring quick thinking and pausing (in some games).

## Subgenres of Real-Time Tactics

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1. **Stealth Tactics**
   * *Description:* Emphasizes stealth, avoiding detection, and precise planning.
   * *Examples:* **Commandos: Behind Enemy Lines**, Desperados III, Shadow Tactics: Blades of the Shogun.
2. **Squad-Based Tactical Combat**
   * *Description:* Players control a small team, focusing on positioning, line of sight, and unit abilities.
   * *Examples:* World in Conflict, Ground Control.
3. **Large-Scale Real-Time Tactics**
   * *Description:* Larger battlefields than squad-based RTT, but still no base building or economy.
   * *Examples:* Wargame: Red Dragon, Sudden Strike series.
4. **Fantasy/Thematic RTT**
   * *Description:* RTT with fantasy or sci-fi settings instead of realistic military.
   * *Examples:* SpellForce (mix of RPG and RTT elements), Warhammer 40k: Dawn of War II (tactical mode).
5. **Historical RTT**
   * *Description:* Realistic or semi-realistic historical settings like WWII or medieval warfare.
   * *Examples:* Men of War series, Company of Heroes.

## Difference from RTS:

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* RTT = Tactics-focused, small-scale, no economy.
* RTS = Strategy + economy + large armies.