# Stealth Tactics

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

**Stealth Tactics** is a **subgenre of Real-Time Tactics (RTT)**, which falls under the **Strategy** category in video games.

## Definition

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Stealth Tactics games focus on **small-scale, real-time tactical control of units**, where the primary goal is **avoiding detection, using stealth-based approaches, and completing objectives without direct confrontation**. Unlike typical RTT games that allow direct combat, **stealth is the core mechanic**, requiring careful movement, timing, and environmental awareness.

## Key Features

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* **Squad or single-unit control**: Usually a few specialized characters with unique abilities.
* **No base building or resource management** (unlike RTS).
* **Real-time execution**: Actions occur continuously, not in turns.
* **Emphasis on stealth mechanics**: Line of sight, noise, disguises, hiding bodies.
* **Punishing mistakes**: Detection often leads to failure or extreme difficulty.
* **Objective-based missions**: Assassination, sabotage, infiltration.

## Genres / Themes within Stealth Tactics

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1. **Historical Stealth Tactics**  
   *Focus:* Real-world historical settings like wars or significant eras.  
   *Examples:*
   * *Commandos: Behind Enemy Lines* (WWII)
   * *Partisans 1941* (WWII guerrilla warfare)
2. **Western Stealth Tactics**  
   *Focus:* Wild West outlaw and cowboy settings.  
   *Examples:*
   * *Desperados III*
3. **Samurai / Ninja Stealth Tactics**  
   *Focus:* Feudal Japan, ninjas, samurai infiltration.  
   *Examples:*
   * *Shadow Tactics: Blades of the Shogun*
4. **Fantasy Stealth Tactics**  
   *Focus:* Magic and mythical creatures combined with stealth gameplay.  
   *Examples:*
   * *Mutant Year Zero: Road to Eden* (mix of stealth and turn-based tactics)
5. **Sci-Fi Stealth Tactics**  
   *Focus:* Futuristic or space settings with stealth mechanics.  
   *Examples:*
   * *Satellite Reign*