# Historical Stealth Tactics

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

**Historical Stealth Tactics** is a **theme/subgenre of Stealth Tactics**, which itself is a subgenre of **Real-Time Tactics (RTT)** under **Strategy games**.

## Definition

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A game in which players **use stealth-based tactics** in **real-time tactical missions** set in **real historical periods**, often focusing on military operations, espionage, or guerrilla warfare.

## Key Features

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* **Real-time squad control**: Manage a small team of units.
* **Stealth-focused gameplay**: Avoid detection, plan movements carefully, use disguises or ambushes.
* **Historical setting**: Missions inspired by real wars, battles, or historical events.
* **Mission objectives**: Assassination, sabotage, reconnaissance, rescue.
* **No base building or economy**: Unlike RTS, focus is on tactical execution.

## Genres / Sub-Themes of Historical Stealth Tactics

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1. **World War II Stealth Tactics**
   * *Focus:* Missions behind enemy lines, sabotage, assassinations, guerrilla warfare.
   * *Examples:* *Commandos: Behind Enemy Lines*, *Partisans 1941*
2. **Cold War / Espionage Stealth Tactics**
   * *Focus:* Spy missions, intelligence operations, stealth infiltration.
   * *Examples:* *Cold War* themed mods or tactical spy games
3. **Medieval / Feudal Stealth Tactics (Historical)**
   * *Focus:* Knights, castles, assassinations, and historical political conflicts.
   * *Examples:* Some missions in *Shadow Tactics* may include historically inspired feudal scenarios
4. **WWI / Early 20th Century Stealth Tactics**
   * *Focus:* Trench warfare, sabotage behind enemy lines, espionage in early modern wars.
   * *Examples:* Less common, but some indie tactical games explore this era

✅ **Hierarchy:**  
**Strategy → Real-Time Tactics (RTT) → Stealth Tactics → Historical Stealth Tactics**