# World War II Stealth Tactics

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

**World War II Stealth Tactics** is a **sub-theme of Historical Stealth Tactics**, which itself is a **subgenre of Stealth Tactics → Real-Time Tactics → Strategy games**.

## Definition

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A game where players **control a small squad in real-time**, using **stealth-based tactics** to complete missions set during **World War II**. Objectives typically involve **sabotage, infiltration, assassination, or reconnaissance**, all inspired by historical military operations.

## Key Features

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* **Real-time squad control:** Manage a few specialized units.
* **Stealth mechanics:** Avoid detection, use cover, disguise, silent takedowns.
* **Mission objectives:** Infiltration, sabotage, rescuing prisoners, or destroying enemy assets.
* **Historical accuracy:** Settings, uniforms, weapons, and missions reflect WWII environments.
* **No base building or economy:** Pure tactical gameplay.

## Examples

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* *Commandos: Behind Enemy Lines* – Allied commandos on WWII missions.
* *Partisans 1941* – Soviet guerrilla operations behind enemy lines.
* Some levels of *Desperados III* inspired by WWII-style military tactics (though more Western-themed).

**✅ Hierarchy**

**Strategy → Real-Time Tactics → Stealth Tactics → Historical Stealth Tactics → World War II Stealth Tactics**