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Subject: Re: Military Tactics

Posted by [Spoony](#) on Wed, 03 Oct 2007 16:51:15 GMT

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KIRBY-098 wrote on Wed, 03 October 2007 11:38Are snipers part of tactics in your advances as well? I envision the push forward being two mammoths two meds, one sniper for infantry and the rest being a 50 50 mix of engineers and anti tank infantry.

One sniper is vital on cityfly and wallsfly... aside from that, generally they aren't used unless the enemy has already lost their WF, except on GDI Field.

Mammoths are not the way to go until late-game when you're already way winning... you just want one MRLS to counter artillery, and the rest being meds to start with.

KIRBY-098 wrote on Wed, 03 October 2007 11:38Obviously, there's reinforcement once a key unit is lost, but is the useful tactic to back down from the offensive with surviving elements or push on and do as much damage as possible before reassembling in the home base in a respawn?

There's two things to consider: Will the amount of time spent rebuilding by the enemy be enough lead time to rebuild the attacking force and reclaim the battleground or do you need to keep the pressure up to prevent assets from getting into the field?

D maps (i.e. base defence maps) and to some extent wallsfly as well are all about preserving your own firepower while destroying the enemy's. It's generally unwise to think about attacking the base until after you've taken out their means to defend it. Generally if you win the tank fight, those of you who lost vehicles will have time to get another and return to the field - mainly because you'll be killing the enemy's harvester in the process so you'll have the means to replace your tanks, whereas the enemy won't.

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