
Subject: Re: Military Tactics

Posted by [Spoony](#) on Wed, 03 Oct 2007 01:35:55 GMT

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KIRBY-098 wrote on Tue, 02 October 2007 16:54 Most interested in Hourglass and Field.

How are the bottlenecks and kill zones handled by the offense to prevent a slaughter?
frankly, nobody clanwars on Hourglass... it's just a bad map.

Field is all about controlling the field until you've taken out the enemy's tanks (getting money quickly from buildings/harvesters helps you do this as well as forcing them to play more aggressively thanks to being down on points), then moving up on the Hand once they have no vehicles.
