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Subject: Re: Military Tactics

Posted by [KIRBY-098](#) on Wed, 03 Oct 2007 16:38:44 GMT

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Are 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.

I ask because what I've noticed is that these levels of coverage do work, as we all know but they break down and I am trying to find ways to build up the interdependencies and see if there's a way to prevent collapse from a loss of key elements.

Obviously, 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?

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