

The Macro Manifesto by GeneralX

I. Foreword

Playing Armor is one of the greatest experiences you can get in WIC, as long as you know your business. The depth of intellectual challenge is unparalleled. From an RTT perspective it is the most RTT centric role. That is because the firing range is so big, you need to actively make clever use of ground positioning (where to put your units at what time) and the style alternation (how to put your units' formation in relation to friendly and opposing players, that can be defensive, offensive, spearing or even setting up traps for the opponent). On top of that you need to have a profound 3D awareness of the terrain you navigate your units on and also strike a balance between passive autofire and active use of special abilities like smoke or rocket launches. Inf can run from shelter to shelter, and has a short line of fire, disregarding the terrain to a big degree. Support only targets Air units, not having to deal with any significant 3D positioning. Air requires some routing capabilities with higher buildings but overall if anything it is mainly concerned with vertical proximity challenges. To keep it short, Armor has a unique positioning in comparison to the remaining roles. It can be both fast and slow, weak, strong, dependent and autarch, bold and hiding. To make things more exciting you need to strike another balance between ranking up your existing units and spawning new and unranked units to ensure the necessary degree of striking power, capturing power, speed and presence throughout the game at any relevant spot and time in game, additionally incorporating TA dropped Tanks and infantry units. Armor being the most essential ground role and maybe the most essential role in the game, it is still heavily reliant on friendly Support units such as Anti Air units. Most Support players have weird styles, that are overly passive, score oriented and/or selfish. So, now, it is hard as hell to grow your personal Armor capabilities. Some narrative has been shaped that promotes passive, 'repair and shoot' Pubstar approaches and that have significantly enforced the development of a collective downwards spiral when it comes to micro tactical positioning and strategic macro capabilities. For Armor to seamlessly blend into each team there must be some kind of collective consensus about how each role has to be played. So, there must be individual development as well as collective development taking place for longer periods to synchronize different minds to create one big neuronal network that plays the game as one unit. Before you have in-game alignment you need to have some kind of alignment area between each of the individual minds. I personally come from a Support centered world, which was way more hostile and unfriendly to overly passive Support players. Playing Assault, I have perfected my positioning capabilities for both Armor and Support. Around 2009, there were Assault Only servers, disregarded by many traditional Domination Joes. At that time, you had 16 player setups throwing everything they had on each other in a really compact area of action. And the way you needed to approach each area had to change, due to changing terrain. So, you needed to be able to adapt quickly to changing circumstances. Shifting gears, changing style in the right way at the right time, while consistently maintaining active positioning. That was the only way to survive in such a competitive environment. In combination with both proper TA generation (which btw did not mainly derive from fortification or capturing of multiple CPs, but the defense / offense of one CP) and TA utilization the elite players were able to achieve exorbitantly high scores with lots of frequent and exciting action happening. The more balanced both teams were and the harder they tried to engage at one single CP, the better the cap / decap dynamics became. Resulting in a significant recap score for the defender. You cannot just sit back, relax and repair your units whenever you felt like doing so, which is easily possible on domination, even if it is often not leading to successful outcomes. On domination you get the bill at the end of the game, without having to suffer that much in-between. Maintaining some kind of stalemate is promoted in domination, while Assault requires maintaining of movement and either a forward push or a rock-solid defense over long period of time. You get the bill at every second in the game. All of that is watered down on domination (even more so with fewer players), one player doing this, the other player doing that. It is virtually impossible to have 16 players with the same degree of macro understanding on domination, resulting in poor collective priorities and synchronization. Exiting RTT dynamics being watered down to a boring degree. While on Assault, there is only one way to go, only one priority, clear for everybody, compacting exciting RTT dynamics. Assault is very energy intensive and disliked by dull, 'I chill after work' type of players who prefer to spawn sit, save some TA and throw some big TA strikes, which they have saved for 10 minutes or more to hit like 10 units max. Assault on the other hand has strikes raining on your units literally in every second of the game, leaving you no time to disconnect yourself from your team. It forces you to position your units properly and frequently. To domination joes it may seem like it is one big blob fest, but it is a highly competitive game of individual and collective presence and engagement. Blobs attract all kinds of TA strikes and increase vulnerability on all levels. You need to change your micro tactical styles every few seconds, read both friendly and opposing blob patterns and address them with both unit movement and TA utilization. You need read the collective emotion and address it sometimes logically and sometimes emotionally. Same goes for logical or emotional intent, you need to perceive it and react to it. When

you do the right things, you will be able to shape collective action with individual action and multiply your impact manyfold.

The entry barrier to play Armor as a beginner is very low, you can blob around your units and have significant, compacted striking power in central areas of action.

II. Intent

The Macro Manifesto shall provide insights about the true depth of the game World in Conflict. It is not a rookie-oriented guide, but certainly every type of player will find something useful or applicable. It took me a lot of time and effort to become a player who not only understands all of that but has delivered results based upon that understanding for many years. I recommend reading it from start to end, but you may also just start with Section 2. Team Macro, 4. Location Macro followed by 6. Tactical Compass if your interest is limited. This Guide will mostly explain Domination principles, as these are currently favored by the Community, providing the necessary context for this Guide. Nonetheless it will include a lot of universal principles. A lot of understanding boils down to “knowing what to do when a certain event occurs”. It is called implicit understanding that can’t be put into words easily. That is why I will provide as much context as possible and evaluate different perspectives combined with specific situations. There is simply no secret formula to the vast range of situations that can occur. To broaden your understanding, you must not only watch additional replays and analyze certain playing styles but as well develop your own style. You need personal contextual involvement and play actively (have skin in the game). You will not become better by watching replays only and spectating match modes. You are going to hit ceilings if you play only mms or fail to innovate your style repeatedly and grow your integral understanding consistently. You will see an Armored perspective throughout the Macro Manifesto. The Formation aspect will be mentioned but not explained in the most extensive way (may be part of a future guide). Ready for a deep dive? Let’s go!

Everything in this guide solely refers to the gaming mechanics of the PC game “World in Conflict” from 2007.

III. Historic Recap

I started off as a Support player, preferably playing the all-map servers to train my all weather understanding and capabilities. I started to like positioning by blobbing Tanks on hometown in the bridge area. It was an enjoyable experience to see that you can outplay your opponents simply by knowing how to position your units in relation to all of the remaining units in the same area. On the Assault only server I quickly became the best player in town too, because you have such a high density of action and can accumulate experience quickly as long as you have understood the base case of Assault. I had like 6 hours assault only days, which is too hard to bear for most of the current players. You need 6 hours of full concentration. With time you develop intuition, which is much faster and better than thought.

You make countless of micro decisions and actions, learning how to read patterns, how to anticipate strikes, when to strike, where to go, when to go, where to stay, etc. #1 Smurf was one of the very few other elite players who also loved Assault, so it appears that our paths have crossed. He was the guy who invented the combo-drops counter with precision artillery, or at least had the knowledge to do so before anybody else had. I bumped into some russians who were decent at that time and happened to play them for a while, among them there were GeForce and Zomb / inHell. They were pretty good and Zomb was beyond anybody else with Support. Impatient and prickly guy, with excellent macro understanding, while GeForce had supreme Air excellence capabilities. I signed up for some Xmas tournament with some other russians and my GPU burned down early in the first game. Certainly, my fault, as I’ve had too many Assault games before. I was the Support player back then. That was my one and only tournament experience. A while later, Smurf passed the torch to me and showed me camerafreedom. He was quite baffled that I had no idea what that was. He left forever after that. Sometime later, most of competitive activity had folded and I started to play 1v1s because I was bored and that setup provided some kind of new challenge, new way of expanding my capabilities. At the same time, I enjoyed playing Pubs. When the first wave began to calm down at 04:00 am, another wave had risen and I played until 06:00 with players like Ranma, whom I have never met in my standard time. Air was the chill-out role for me after 6 hours of play, early in the morning. It still is that role. I still reached Air excellence back in 2009. However, certainly not Air macro and priorities. I also decided to become an Armor player again, because there were more okayish Support than Armor players around. It really became unbearable with the tank players and, less frustration was promised by leaving Support behind. My first mms were me playing either Armor or Support and I realized I was good enough for those elitists back in 2009. They did not expel me like they used to do with lots of other

players. That was the time where the pw thing was introduced. They played mm on dumb maps like farmland, retrospectively players with low role excellence. But still I got into mm scene.

More mms were happening and Mr. Black pioneered with his LTs first approach, while most others were just blobbing HTs (as was I). I adopted that approach and perfected it. Montgomery was also on his team and I happened to play a couple of games with them. Monty was in no way a bad Support player but became quite stiff and passive, overly focusing on repairs and spawn sitting. He happened to be present with good Support longer than most others, so it appears some rookies back then picked up on his style and continued that narrative until this day in 2023. Monty used to be better with support, but he kind of messed up his style because Mr. Black was just as excellent big TA user. He made very clever use of carpet bombs and fuel Air bombs, while getting fed by Monty. So that tandem cemented that narrative, because for them it did work. But unfortunately, not for others. Nexusblue, Ultra, Montgomery, Dinher and Smithy were the go-to Support players in the mm scene back in 2009/2010. Each one of them with a distinct Support style. I mostly resonated with Nexusblue and Ultra and still Nexus was too supportive while ultra was too edgy and selfish. Dinher was universal but not excellent and Smithy was okay but from what I recall preferred other roles. And then there was inHell, a player with bad stats but with a style vastly different to any of the other Support player. These players combined with my personal Support excellence are the foundation of the Support Playstyle Navigator. If I had more replays, I would have certainly incorporated those players in the Support Playstyle Navigator.

Inf was needed in 1v1s to add more cards to your hand, so I developed some basic Inf style and was able to apply and develop it in mms as well. Easily matching and outplaying the best Inf players. Not necessarily because I had better knowledge of sniper spots or could handle drops in a better way, but mainly because I outplayed them on macro level and my micro was mostly better (speed). When micro was low, I mainly applied the macro leverage and when it was high, I applied both micro and macro leverage. (Drop handling capabilities suffer when you are inactive / do not make them a priority) Inf in mms became quite easy as well, as most were used to sitting in defensive forests and saturating them with units prior to doing anything else. That was an invitation to my macro leverage because they failed to address the priorities properly and messed around with snipers and trucks - they posed no direct threat to my team. Sometime in 2010 / 2011 there were little to no challenges around and I had to make up for the lack of challenges and used handicap to further boost my skill level, despite the noobish circumstances. Playing your weakest roles, playing your weakest maps, joining weaker side and unstacking games alone. You apply a strong stretch onto yourself to grow. Back then a not survivable team was able to survive with my effort alone, given they basically knew how to play (spawn, cap but simply had no macro awareness). I alone was able to turn games with 3-4 players stack difference. Meaning that many players were vastly worse than their counterparts on the hostile team in an 8v8 setting. I cannot compensate for that on micro level obviously, but on macro level it is pretty easy once you know what you do.

You use the mob as your shield and as your spear. The mob will never know it ever happened and even less some random individuals. You are the director of collective awareness, collective vision and the facilitator of collective TA dumping. Pushing and defending happen automatically, because people organically sense what has to be done in contrast to what they currently do. TA dump happens automatically in areas of blobbing, given there is vision. So, you as the best player and the best TA user just remove all the obstacles to the mob, by targeting units nobody else would usually target and surprisingly those are often but not always, the vision units that not only threaten your team most but also are your tool to shape the friendly vision leverage and direct your team in a certain direction at a certain time. Vision advantage keeps changing, so you need to set the right impulses at the right time. You prepare the foundation for easier collaboration and connect the dots to one big single unit, while fully leveraging your own strengths. Those games with 6k vs 10k score difference and better are the ones to pay attention to. When there is a 50:50 ish result, do the math. To rookies it appears due to unknown reasons it accidentally happened to be the outcome of the game, but that is wrong. Somebody applied a leverage big enough and effective enough to create that type of outcome. Obviously, you must understand who is good and who is bad to read such outcomes in the right way, retrospectively. If you are clueless about that or engage in too much wishful thinking, well you will never know and stick to dumb metrics like score only or things like "I beat you in an 8v8" thing. That also applies to 1v1s equally stupid to be overly proud of any 1v1 victories, unless both players play at their peak performance. 1v1 are probably the dumbest way to rate Wic skill, as they are vastly simplified version of team games. Without the team. For the past decade I have seen a lot of players come and go. I had no consistent activity throughout these years, but I was able to keep growing my macro understanding with every relaunch of my activity. What drives most is a vacuum of not having some kind of skill, what drives me is finding out how deep this game is and I cannot see any bottom yet. It does not become boring, once you have reached a certain level, there are always new things to discover. I am not really bothered by rookies who think they are the best players, it is ok. However, they tend to create ecosystems where their values thrive and those ecosystems repel real elite players. Those from behind the wall look odd to them.

Rookies also act as role models to new players and deliver the wrong values, attitudes and game approach to them. They reproduce themselves and reaffirm each other that they are the big deal. It is fine to celebrate each other and some successes but, none of that truly propels activity or enhances the chances of growing strong players and getting more exciting games. Instead, mm players sit on their pw protected server and claim those games are supreme. Most of them failed badly to tap into the macro realm, that is why they are not good at anything other than walled-garden games. Fewer players in one game result in simpler games, reducing the demand for macro while elevating the demand for micro. They cannot deal with hardship and are not capable of playing well in any situation or at least making the best out of any situation. Because their micro centered understanding of skill and their refusal to grow beyond the wall (see figure X) keeps them in place.

4v4/5v5 are not the elite setups, where you get to fully witness the true potential of Wic and discover all the hidden gems the maps have to offer. The game has never made it to the point where there had been high quality 8v8 games played competitively, noting that in the old era (2007-2010) individual skills were mostly very poor and unrefined. Most players had little time to think about macro and how they as individuals should align with it, leading to the growth and hegemony of their personal micro approach. The patches did partially reset the skill levels as well.

The old competitive team setting era was mainly macro driven, but the macro understanding itself was very basic and mainly about pushing, left, pushing right and predominantly determined, and steered centrally through the head of the team, rather than having strong individuals who grind on the macro individually and align organically where they have to. So those top-down macro approaches are very much artificial frameworks that oversimplify the actual dynamics by attempting to make them somehow steerable.

Players do not grow under such circumstances. The team does fine, as long as the leader keeps leading but falls apart without the leader. There is a leader in any case, if you follow him, you will find together with your team mates regardless the situation. You need to know when to be selfless and when to be individual. Diving into the system is needed to be present, to perceive systemic needs and make use of given opportunities properly. Today, 8v8 pubs with a high saturation of experienced players is the most competitive setting in history. It is vibrant, dynamic, inclusive and truly complex. There is no simple way of telling who has “won” the Inf vs Inf fight; there is just victory or loss of the team. From a certainty perspective, the more you are convinced logically or emotionally about who is the best player, usually the further you are away from the truth. Unrest, butthurt and denial of peers are much better indicators for skill. The hidden clues, the unspoken words, the ungranted respect, incorrect framing, reasoning avoidance, narrative dominance, the attempt to censor players, the attempt to exclude them, to defame them or somehow to make yourself or your gang look better than you are publicly - good points to start if you commit to finding skill. Elite players are strong and edgy, while others are socially comfortable and usually led by the group or other individuals. Manipulators are noobs who cut the corners and try to convince the masses of their skill without having much of it. I witnessed frequent, unnecessary pecking on GOLD clan, Spirit gun and Clark, so it appears they do cause some unrest in people and obviously are on a good track. I am not saying they are highly skilled in any situation, but they do something in a better way than those who peck on them needlessly. Most striking point that comes to my mind is consistent activity and engagement and in GOLDS case the potential numbers to provide more collective activity. Donolgy must yet prove himself worthy to lead in game, time will tell.

Special thanks to Draconotanker (the supreme switch/rush/spammer), Knife (the thoughtful macro master), Chubakin (the #2 Armor player), Silwetta (the methodic 1v1 Inf advancer), Zomb (the OPT Support Player), Cat (the best FPM player).

IV. Glossary

Domination Joe

Domination Joes are players who unconditionally always claim that do_only setups are supreme.

They get overly butthurt when they lose units, so they never really get beyond the concept of base building and unit protectivism, mostly propagated by the mainstream strategy games. They build their bubbles where they do just that, base building, repairing, using big TA and throwing lots of units at one late point in time forward to move the domination bar.

Macro

Briefly described as **destination-based resource allocation**. Resources can be attention, decisions, reinforcement points / unit numbers, TA deployment, team alignment / misalignment, selecting micro heavy activity (you decide what needs to be microed first) and among many other examples the ability to look away and ignore irrelevant / less relevant events and/or units. Naturally you need the macro understanding first before you can deliver upon that understanding. It develops over longer periods of time with compound experiences throughout all maps, roles, modes, setups. It starts with your mindset, if you remain who you are you will never exhaust the full macro potential of Wic, you might never even understand what macro is. You need to grow as a person before you can grow as a player. The resource free architecture of Wic, paired with the role concept (where you get rewarded for being selfless and punished for being selfish) and the RTT dynamics are essential cornerstones that should guide you. While you grow as a person, turning from an egoist who plays for himself, into someone who cares about others you simultaneously expand your macro understanding and awareness as a player. Additionally, you must remain open in your mind and thinking; you must have no bias. For that you need to detach yourself from your peers, emotions and situations. That is probably even harder than changing who you are, because you must question everything and everyone at any time. With that curiosity you will be able to see chances in the game and explore new ways of playing, instead of simply walking the common pathways. I would say you need slightly imbalanced teams and frequently join the weaker side to give your capabilities a little stretch. Having super equal teams, makes you dumber. You must make innovation a routine habit, you keep growing with any decision, with any situation. The diversity of the situations you have to face as well as the quantity of situations per time are crucial metrics to measure the quality of games. Having super balanced teams, super repair centered approaches and repeatedly playing the same players just does not provide a rich situational diversity to the individual. Today, you must actively chase your challenges.

Unit Placement

The strategic distribution of units across the entire map is referred to as unit Placement. Those units are part of a bigger strategic formation / network and not to be seen as part of tactical formations that need to be microed actively.

Logistics

Briefly described as **the actual delivery of a specific unit to a specific location at a certain time (Real Time Strategy)**. Hereinafter related term 'supply routes' describing the location of the main logistical corridors. You must be aware of the need for a certain unit at the current moment or some time in future. You must plan for that unit to be spawned as close as possible to the destination, so it is available when the need and the time demand it. Then it has to move to that location, so you need to assign that destination to that specific unit. Lastly it must arrive at that location safely and stay at that location. So, there might be situations where your unit keeps getting destroyed and you need to reassess the need for the presence of that unit every time and even commit to providing that presence in advance. In simple terms, you need a supply chain in place that replaces that unit, with the smallest possible interruption in time. You can pull that unit back and have it repaired, but keep in mind it is not present in that time. That lack of presence can be decisive and may create an opening, followed by a cascade of consecutive openings for the opponent. You need to take that into account as well. The repair or replace question under the pretext of requiring a steady unit presence, is always imminent. Depending on what unit type you select, how many of them you have available and where they are located, you will be able to be either flexible and ready to leverage openings or you will sit on the fence and opportunities will pass by, with your team paying for that. You may choose to rank and preserve your units at the cost of presence somewhere else. But units bind reinforcement points, that are needed elsewhere. A star heavy tank may be a huge burden, when you stubbornly try to preserve it, when the resources and unit numbers are needed elsewhere more urgently. The preservation process is simple, you are afraid of losing it and retreat easily, paying with both local presence and distant presence. Presence for Armor is mostly associated with firing presence, where you cover large areas with

your passive and active fire. +With capturing presence in terms of enabling collective caps or disabling hostile caps. Heavy units cap no better than light units, keep that in mind. 4 Inf trucks may be of more use than 2 regs in terms of capturing presence / power, to illustrate that with inf. There is also the aspect of vision and readiness, when your opponent has no vision to some area, no player engagement in that area and shows no intention of going there, well just do the same, given you hold a certain CP in that area already. Stay flexible with anything you do, do not cling to something like a tryhard would do. Make sure you are in decisive moments at the right location with the right type of unit. The simplest way to do so with Armor is by spawning more LTs in one spawn - that works okay for any destination. Fast units and numbers are your friend when it comes to logistics. A few slow units fail badly at that and require frequent spawn changes. Even worse a few ranked slow units. Incorporate more HTs when you need more firing and defensive presence. Incorporate more LTs when you need more forward action and capturing power. You need to be there when opportunities arise, that usually happens when the frame conditions are very volatile. Forward action means, filling emerging vacuums with your units and/or charging towards hidden, hostile AAs that cannot be reached by HT fire. Presence can also be understood by holding the line, because the line keeps the opposing line in check. When you thin your line for repair purposes too much and/or for too long and/or too often then, you will pay the price. And it will be your fault. Stubbornly ranking units and preserving them is a bad choice in a team setting. It plays out better in 1v1, but only with vision dominance and that in turn is a direct product of micro and drop handling / recent activity.

Macro + Logistics = Presence
Vision > Ranked Units
Present Unranked Units > Absent Ranked Units

It is about vision. The state you want to achieve is having a number advantage with unranked units with a comfortable vision umbrella in place. When the opponent has no such umbrella, his unit rank advantage will not play out. And often players rank their units by treating them too carefully, meaning the ranks were achieved with absence rather than forward action and presence. That is the wrong way to rank your units. You should rank them with Micro and Positioning instead or carefully crafted placement. Ranked units do sit on the sidelines, attract a lot of try-hardening from hostile Air and cause a very hard collapse of the network when they get destroyed in more forward positions (compared to unranked units, that have a lower impact on your edge, when they get destroyed). Ranks will come automatically if you play it right and they will disappear automatically when time has come. Try to find a good balance between ranked up units in crucial spots or some needed defensive positions and unranked units involved in forward action and caps. Capturing CPs ranks your units much faster than shooting hostile units.

There is no decisive difference between damaging units and destroying units in terms of TA generation. Thus, a repair centered approach, gets only so many TA back as the opponent has already gotten by damaging those units. The only leverage is which Support player manages to generate the most TA off repairing units, and there you have your Type 2 supports – the Spawn Sitters farming in their spawns. When the usual opponent sees your team building up repairs and ranks, he will have to feel like he has to do the same. Igniting a race of get damaged, get repaired cycles. Where both teams, rank their units up, generate TA mainly through Support and feed those TA into one central point of failure. Those who are most passive in the most consistent way will rank their units better and/or generate slightly more TA. Overall that system is both sided, as each party generates equally much TA. That is one fundamental flaw of this concept. Another one is that by the time you have ranked units on both sides, both sides will have accumulated enough TA to wipe all those units with a few big strikes and clean the rest with heavy air. You pay with lack of presence and with having a boring game just to get nothing in return effectively. The team who does the least stupid strikes with the TA it has and can spam units in a better way, once infrastructure and all ranked units are gone, will eventually be on top. A lot of pubstar minded pretender elitists, claiming it is all about TA, will be unhappy with that, but it is what it is.

Preserving and repairing units also binds your Micro and attention, which may be of better use on the macro and logistics side. Staying lean and efficient is highly important, you can spawn fresh units with full health anyway. Players who rank their units with preservation and repairs need a longer time to rank their units and when you aggregate the compound absence, you will see how little those stars really mean. It is all about how you rank your units. Try-hard unit rankers also have issues with building formations, as they may not feel comfortable in building the required formation or rather revert to building a more comfortable formation instead. And even if they have a proper formation, they will most likely break it before they can fully leverage it. You need to build up and maintain constant pressure with your formation to a specific area for some time. You can use your smoke to cover your damaged Tanks and shoot for a longer while from in the smoke. The try-hards simply use the smoke to give it a

dodge. It depends on the situation of course, but most use smoke for dodging purposes and rarely for maintaining unit presence and firing pressure.

Micro

Briefly described as the **continuity and speed of handling individual units with all their special abilities**. You can micro 5 HTs individually while forming, maintaining or dissolving a 5 HT formation on the macro scale. You may split up into 2 formations at different locations of 3 HTs and 2 HTs. This is roughly the correlation between being a micro only player and somebody who can incorporate macro into micro. Outplaying others with micro and contributing to the macro level works too, definitely. - But only when one player has lower micro than the other. When both have the same micro capabilities and speed, which happens often, you switch to the macro realm. It's like cyberspace type of battle that can also affect the real world and vice versa.

Positioning

While the active handling of units in a limited area and/or in a formation is called Positioning. Placement is more the strategic macro side, while positioning is more on the tactical micro side. They do overlap and swap places often, but roughly it is like that. And most of the time you will not have the micro to handle all your units perfectly. Infantry is very placement intensive, because there are shelters like buildings and forests, where it can reside and be safe while you may decide to dive deeper into being positioning heavy in a tactically more important area. You generally keep your macro network alive, while selectively dedicating your effort to RTT islands. You just need to know what to prioritize in the micro sphere and what to prioritize in the macro sphere and when. That is a skillset exceptionally hard to develop.

Role Excellence

Briefly described as **role specific muscle memory**. For Armor it is the stop, smoke, retreat or advance, shoot, stop, shoot, smoke dynamics. Move backwards, force forward moving, Inf squishing, line of fire (LOF) calculation + LOF clearance (range management), MT firing, HT sniping, spot selection, positioning etc.

For Inf it is the application of running your squad, the resupply, the hiding in forests, sniper spot selection, drop handling, fire denial, chokepoint presence, shelter selection, truck or run, etc. For Air it is mainly the flaring timing, unit orientation, approach angle selection and the repair rotation (damaged units get repaired, while maintaining presence with the remaining units). Air's role excellence is simplistic but requires a special kind of delicacy and patience, while at the same time recklessness and a rough approach. Most fail to get the balance and are either too passive or too suicidal. For Support it is the unit placement, formation contraction (where you increase unit density to maximize enemy damage), scout targeting, ranked unit targeting, the repair rotation, positioning, etc. Role excellence does not anyhow indicate how excellent you are as a player playing your role. Instead, it only shows how seamlessly and precisely your generic role handling happens. You may be excellent in your role handling, but when you fail to blend with your team, adapt your style to the situation and have no idea about macro, integrally speaking you will be like a fish out of water. Having macro ensures you have water where you can deliver upon your role excellence efficiently and effectively in a team setting.

Formation

Formation is a **specific arrangement of units that reinforce** each other's effectiveness in various fields. Formations can be wide, narrow, forward oriented, backward oriented or shaped in a certain way. They may be tactical and temporary or strategic and long lasting. Formations mostly involve the same type of units, like helicopters, AAs or Tanks. There are no formations for Inf, as formations require some kind of free movement and Inf is way too slow to step into or step out of a formation. Open field Inf formations are called blobs, which fall apart easily. Inf is dependent on shelters and mostly is not allowed to move around freely or build formations. You can spread the squads and their orientation, but it would be farfetched to call that a formation.

Fire/strike-capable units

All units that can significantly harm hostile units with regular fire. Hereinafter mostly referred to Inf units such as Regs (Regular Infantry that can shoot vehicles and aircrafts) and ATs (Anti-Tank Infantry that can shoot only vehicles) Anti Inf capabilities are close to insignificant. ➔ unit poses a threat to other units except Inf drops

Unit presence

Describes the availability of specifically dedicated units. For instance, having units to shoot hostile AAs from distance when vision is given, having a high and meaningful forest saturation with Inf units, being there in decisive situations with Air units, AA units, etc. Being able to react quickly to battlefield changes. Maintaining resistance, building up pressure or advancing. Both the unit and the player must be present and take action in decisive moments. It can be capping, firing, defending, denying caps and much more. → unit is there

Unit readiness / availability / flexibility

Describes the ability to deploy units without a specific assignment to various places of action. As long as the unit is alive, can fire, capture and fortify. It can be seen as a pool of units waiting for orders. The pool must be allocated in a smart way and the units can be dispersed across the map. When something happens you have units nearby or units that can be reassigned quickly to multiple potential places of action. Particularly important for Support to have a strong AA network in place at any time. But also, for Air (provide firing power when needed) and Armor (provide firing and capping power whenever needed / possible). Inf is slower to react but can to some degree show location flexibility. → unit can be there quickly

Capping power

Capping power is a mix of Unit presence, Unit availability, Unit numbers as well as the ability to finish off hostile units trying to prevent you from capturing the CPs. → unit can capture quickly

And of course, the player awareness and the ability to see, create and seize the chances.

Macro vs. Strategy

Have different meanings. Strategy is a rigid construct that is preplanned and does not derive from the individual experiencing multiple situations. Strategy can be one part of Macro but as you will see macro is much more. It includes countless loops from perception, to priority, to decision, to action to re-evaluation. Much more important is the question whether the strategy aligns with the Team Macro, the Role Purpose and the Location Macro. Furthermore, you need to react to mood changes and consider urgency and game phases. That is why I called it Real Time Strategy that each individual has in his/her mind.

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1. From Theory to Practice

1.1 How it all plays out

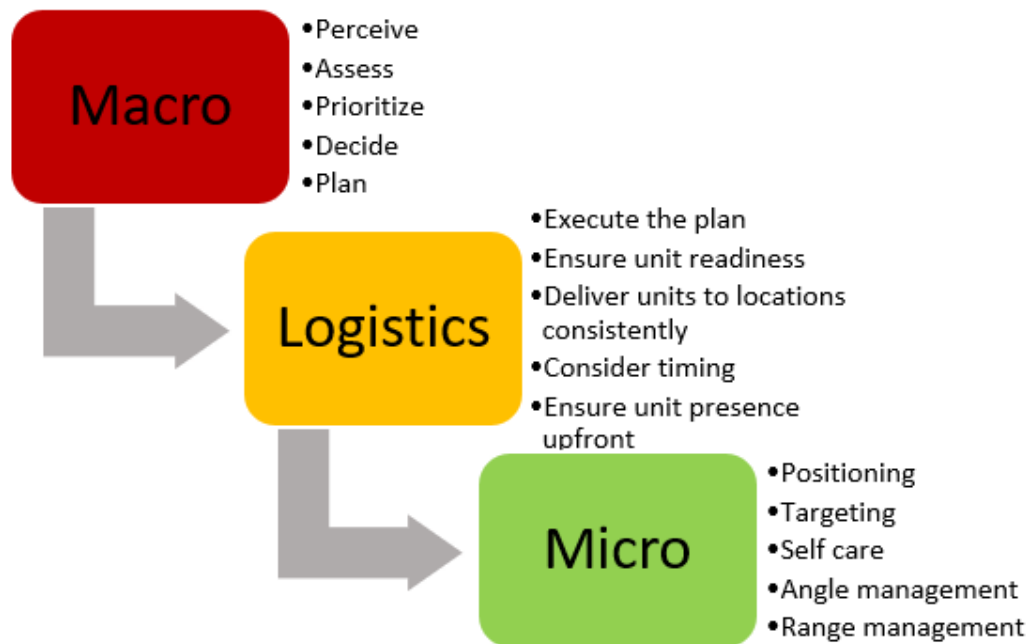


Figure A: From Macro to Micro

Unit presence means being with your unit very close to the zone of action. Unit readiness means having a pool of units that may serve multiple purposes, that pool may be present right after spawn, be in a defensive bay or even dispersed among individual units at various locations. It is all about how you reach flexibility, is it by spawning the right units in the right amount at the right time, is it by accumulating redundant units in defensive bays and use them when needed or is it by placing your units across the map in a way to both meet their assigned objectives and be of multi-use to potentially serve in other areas quickly.

The key to success is taking a lot of different initiatives that contribute to something that brings your team forward. The understanding where you need to go and what needs to be done is key, when you want to break down an initiative into decision heavy tasks. There are thousands or millions of different ways to achieve certain objectives in game. You must build a mental initiative as a reaction to a specific situation. Then you must break that initiative down into tasks and then you must prioritize those tasks. The right order is essential, probably the most important macro aspect to deliver. The role that can most directly and quickly contribute to fulfilling the action list is Air, because it is the fastest role with the biggest firing power. When Armor is played well it can even surpass Air and take that lead position, because the presence of Armored units and the passive area coverage with autofire is vastly better than active Air fire. Armor less micro heavy when you play it right, Tanks are slower but still fast and can take some hits, while Air just demands active control or it simply drops. With Armor you can build entire formation networks that incorporate both passive and active utilization of Armor's full potential.

The following two illustrations show a typical initiative divergence (different macro understanding) in 1 team in one game. They have no fundamental alignment because they believe in different things. Those who have macro understanding, overlap with the situation, some more, some less (initiative convergence). And those who have no macro understanding like Player 4 (P4) are simple micro noobs, who do random stuff that is detached from both the situation and the team. When you are the best player in the macro sphere, you need to create a black hole with your actions so your initiative becomes so obvious that others jump on that accelerating initiative. When you lead by example and make your initiative obvious (not by talks, but by actions) then others will synch with your initiative and reinforce it (swing players). You can even help to shape the collective macro awareness by providing and denying vision in critical areas that are relevant at a specific time. If it is a fresh game, feel free to use Location Macro understanding to your advantage and direct your team accordingly. So, by ensuring that all of your team member see the same, you enhance the chances for collective macro alignment. Even solo noobs might get dragged into the initiative as it gets bigger and stronger.

Different players fulfill different quantities of actions in different orders. It is not clear to most what is the right action to do and even less which action is more important than others. Most of them will not align and get lost in the deep seas of useless actions. They do not build upon each other, but play solo in a random way.

It is not always obvious what is the right action to do next, even for me it is quite challenging in some situations. The more potentially decisive actions you initiate and fulfill, the higher the chances become of getting a higher quantity of aligned actions that reinforce the collective momentum. Speed, efficiency, a resource free playing style and a proper Macro understanding result in maximal personal effectiveness. Given they are applied in the right order and the highest possible frequency, with little to no gaps. Another perspective is, the more you participate in decisive moments (given you are present) the higher the chances are that more of your actions will align with others or create openings for others.

Every correct action builds upon the previous correct action, that is what determines whether a collective momentum will or will not arise. Action is your friend, fail forward and exhaust the resource free architecture of Wic fully. Just do not sit in the spawn and repair, blob-rep with Air, sit in forests passively.

The strat proponents try one key strat at the start of the game and then let it run, while trying to fill the gaps / increase the alignment with communication. They mostly play with players they know, who already have some kind of shared understanding or an internal pecking order in place. That approach however, does not stretch and make them grow. They remain who they are and get comfortable with repetition. They seek challenge by competing with others with the main question in mind about who can execute a repetitive set of standard actions in a better way. The model below is much deeper than that and indicates two states of the same system.

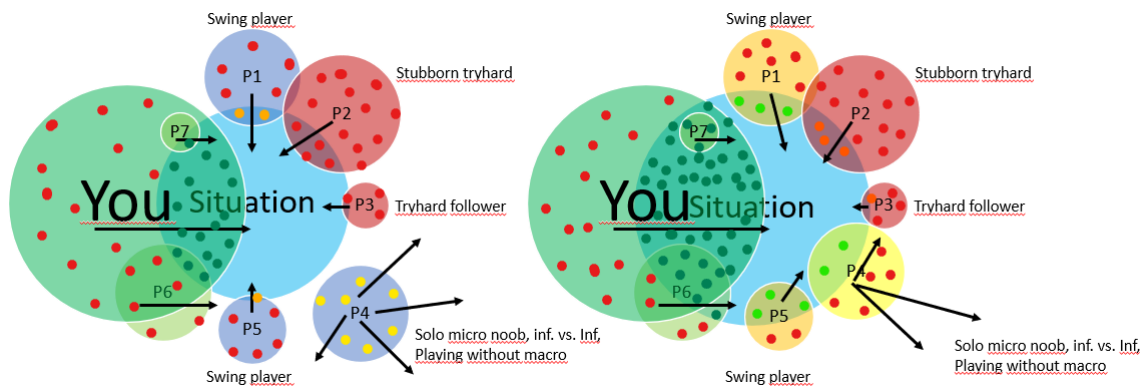


Figure B: Compound Action Alignment creates Momentum

The green dots represent correct actions in the correct order that contribute to the development of collective momentum. Red dots sabotage the momentum, while yellow dots are indifferent. The sizes of the player bubbles indicate their potential skill level and the dots that intersect with the situation indicate their actual contribution. It applies to all setups where you have multiple players participating at once. Those dynamics do not change, as long as the players are the same. Rookies playing mms, will remain rookies. And those who can play mms will remain who they are. Just stick a goat into a moat of cows, it will not become a cow. Many stubborn players are like that. Make sure you are mentally nimble, open and keep innovating by stretching yourself.

The best way to avoid the need for macro alignment is by playing passively, blob and repair in the spawn. There will be less demand for macro alignment, since there is no initiative happening, or just one simple initiative at a time. It may be even that there are no individual decisions at all and a single player tries to direct the mob and create more alignment with that. Even that will fail badly vs. a few macro-heavy individuals, who require no such thing as direction.

Back in the day there were macro strategies too, but mostly centrally planned and coordinated. A few micro heavy individuals were able to look great as a team, despite their individual lack of macro and skill. That said, they have never exhausted or even understood the full potential of this game. That's why you see so many HT and heavy Air blobbers in those old replays. Because they were directed top down and served single, but isolated initiatives that were dictated by the team leader.

1.2 The Laws of Movement

Moving Tanks miss their targets more frequently. In worst case both your units and the opponent's units move. It also depends on the unit type that moves or the one that does not move. Light Tanks have to move to fully leverage their potential as they are very fast moving with a short range and with piss poor autofire damage and Armor. Meaning, you need to focus on moving towards your targets without getting hit too much, deploy your special offensive abilities on the go and retreat whenever possible without eating too many hostile shots. If it is not possible to retreat or advance safely with light Tanks you need to be creative and make smart use of vision and vision denial, presence and absence of certain unit types. When both teams lack vision in a certain area and opposing Air is on the other side of the map you can charge in with your light Tanks to hit some hidden AA units, even if there is a hostile HT present. Remember you are a moving target and have highly damaging special abilities compared to the stationary HT. The reach advantage of the HT does not play out well vs. moving LTs, as it effectively sees more or less as far as your LTs do and has lower tank damage with its special ability than you have with your LTs. Simply put HTs are strategic, stationary unit that cover wide and deep areas with their autofire, they greatly rely on vision. They deny hostile unit intrusion into certain areas from distance and mainly are of defensive nature. They are mainly suited to prevent hostile AA from advancing, particularly useful vs Offensive Position Taker Support styles. While LTs are nimble, tactical multi-purpose units that are mainly used to capture CPs, fortify CPs, rush into forward CP spots and pierce into enemy territory to hit hidden AAs, which cannot be reached by HTs.

1.3 The Laws of Fire

The special abilities of HTs are linear and prone to hitting obstacles, when you assess the firing channel wrongly, than NATO/USA LTs are. Meaning the transition corridor / caliber of HTs projectiles is thicker than that of NATO LTs. The latter also have a very high projectile speed making them even more effective at taking out ground units, but equally linear moving. USSR's LTs missiles seem somewhat slow and clumsy but they are not linear, meaning they evade slight obstacles and make their way around them, still hitting somewhat hidden targets. I do not know the stats but in practice that has proven to be true for me. The firing lane indicator (mouse cursor indicator) that shows whether there are obstacles between you and your target is very true for NATO and USA LTs while it is negotiable for USSR. Meaning you can hit your targets despite obstacles in the way. The HT / LT dynamics are well balanced throughout the game however the medium Tanks (MTs) are very unbalanced, same as the APCs. NATO/USA have exceptionally good MTs while NATO has exceptionally poor APCs. The MT special ability can burn Inf inside buildings and burn any kind of ground equipment with the most devastating impact for stationary ground units in the small area of impact. (Even without vision and ability to lock the target!) It is by far the most devastating powered & grounded anti blob weapon and anti HT weapon there is, while the USSR MTs are essentially useless in that regard, despite similar anti Inf effect in forests and open field areas. The APCs similarly are very poor for NATO vs Armored vehicles while USSR and USA APCs have rockets and are more reactive and impulsive in damage terms, which is essential in the majority of different situations (finishing units off quickly is more important than grinding them down slowly, in close combat). NATO APCs special ability is entirely useless against anything other than inf, noting that the APC autofire is sufficient vs Inf anyway. Medium Tanks are very useful vs blobbed infantry squads and are close to useless vs. moving ground-based vehicles in general. I suggest to make sense of the tank labels with their movability. Heavy Tanks are supposed to remain static, light Tanks are the nimblest and are supposed to move, while medium Tanks are special purpose units and are somewhere in-between.

1.4 Solo Play: Tank vs. Tank

Unit Numbers + Vision + Formation > Ranked Units + Vision

Doing HT vs HT battles in front warfare is pretty dumb idea because you mostly hit each other at the front, which has little to no impact. HTs can fully block hits from the front pretty often. If you still want to go for some tank vs. tank battles on Farmland, which can be useful to train your positioning, you have to work with angles and positioning. When you pick better spots, mold your formation in a better way so that the autofire lines of fire overlap smartly (& well timed) as well as prioritize your special ability overlaps in the same fashion, you will be the winner of the Armor battle, given that neither of the teams had any kind of vision advantage.

Keep in mind that retreating HTs shoot more accurately than advancing HTs in flat areas. Locking-in on hostile units with autofire is something you do not want to do, as the lock will remain active, even without vision and your units will be moving forward, following the target, destroying your formation. So hostile units are either standing or retreating while your units move forward at the same time, guess who has the firing advantage in that

time span? Special ability locks disappear, as soon as the projectile has been deployed and are temporary, so overall do not lock in targets with your heavy tank formation for 95% of all situations. And it makes little sense to do that with LTs as well, as their autofire is piss poor and your LTs would only end up in overextended or random locations quickly. With HTs you would have more time to stop them and limit the effect of the auto advance, but you need to micro them individually back into formation, which is a waste of effort. While tank vs. tank battles with HTs work with positioning and angles under the pretext that there is vision for both sides, for LT battles be it LTs vs HTs or LTs vs LTs, different approaches are required to be successful. You need to deprive the HT user of vision while maintaining a better vision yourself. Consecutively you need to use "Swarms" of LTs and grind down the HTs like Piranhas. When it is one HT, that should not be too hard - charge towards it, surround it with a circle shaped formation, have your units autofire at the HT from all sides, particularly from the rear. Inexperienced tank players will attempt to target individual, weakest LTs, which results in their HT not shooting while the tower is spinning. The best way to somehow negate the Swarm effect is to pull out backwards from the encirclement and follow through with linear retreating (no change of direction). You will sync the collective firing angles of the LTs in forward direction, minimize their autofire impact (hitting your weak spots, rear and sides) and improve your odds by moving backwards and firing, while having the swarm to follow you and fire in forward direction. Your tower does not have to spin much before it can fire and switch between targets, saving more time with active targeting.

I prefer to have a LT blob launch all projectiles at once at the HT to overwhelm it with emotional damage. It will smoke and isolate itself from vision and that is the time where you can charge forward, surround it and hit it with autofire from all sides, while your special abilities are recharging. You have more defensive smoking abilities as well and can hide and retreat with your weakest unit consecutively, making inexperienced Armor players either follow that unit due to having locked in on it with autofire or even simply ordering the tank to follow that unit.

As you see, simple but correct decisions greatly increase your odds when it comes to positioning and firing. When you do not manage to get a vision advantage on the HT or when you face a couple of them, you need to make good use of the moving speed of your LTs and their smoke abilities. You rush with a couple of LTs from the side to get an advantageous position. The HT will mostly just follow your units by spinning the tower, so once you have reached the flanking position, hit it with all you have from the side, smoke one unit and keep firing, smoke next one and keep firing, when it approaches your blob, do encircle it from all sides and repeat. You may even use one of your LTs to smoke the hostile HT, to get a vision advantage. When you feel like you can't do anything, pull back your units via the flank route covered with smoke again. It is pretty hard to tell where the units went, when you smoke first and retreat second. However, for this case, we assume there is vision on your units still, so he will be firing at your retreating units or may even attempt to follow them. Make sure you retreat smartly and manage to bring obstacles between you and the hostile HT. Your LTs will be either destroyed or badly damaged and may not be able to withdraw in full, then just hide behind buildings and wait for better opportunities or a rescue mission, while recharging your missiles and smoke.

When there is poor vision overall, you can use the speed of your units to enter the hostile line-of-sight and leave it as you like, because your units are simply faster. Combined with some smoke and a good portion of presence and creativity, that shouldn't be too hard. That "Flanking" method works best when you alternate between flanking left and flanking right. Inexperienced Armor players will have their HTs in bad spots and move them, while flanking, more than necessary, creating more openings for your own flanking maneuvers.

2. Team Macro

2.1 Survivability

Seamlessly blending with your team with any action you undertake is essential. The better you blend with the system, the easier it becomes to control the system from within, when you know how. My advice, start with the team and think how you can enable different individuals not only in the best way, but in the most direct, fastest way possible. Free yourself from anything you believe to be true and act brutally honest. If you are the best player on the team, compensate with your role selection, strategy and actions for the weakest player on your team, given the role is essential for the victory. When you face strong opponents, make sure you directly confront them and mitigate their impact on your team. The simplest way to do so is by taking the scissors to cut the paper, but when you are skilled, paper can even crush the rock and the scissors.

2.1.1 Pregame Framework Checklist

1. functionable role distribution. You must be decent with any role to remain flexible and potentially be able to take any spot. Having a balanced ground setup is most important, as that is the backbone if every team, Air is only of secondary priority. Having equal Armor / Support combination and infantry that can hold presence throughout the game is harder than it appears. Getting the start right will compound your chances of success throughout the course of the game, particularly for Inf it is exceptionally hard to generate TA without the initial caps.
2. If there is a unique advantage of your team compared to the opposing team, you need to reinforce that effect with your role selection and actions. Build strong initiatives around players who do the right thing, rather than supporting initiatives in random / secondary places. Reward desired behavior and disregard wrong behavior, given you yourself know what is right and what is wrong.
3. Plan to strike where the opposing team is weakest. When first point is fulfilled, you can think about your next move. Mostly it is point 2, but sometimes it can be 3 instead or even both. Most often it is either an issue of Armor / Support imbalance, lack of Vision or simply imbalanced teams in terms of skill or unit numbers (more Tanks, more Air than your team).

As your first macro choice, it is essential to create a survivable player and role setup in opposition to the hostile team. Ensuring survivability is most essential as that is your base line to apply any leverage. Naturally you must be active and frequently doing your homework, you have to know! the strengths and weaknesses of most players around and you must be able to read stats on the go, to get a feeling of the remaining players on your team. You have to figure it out yourself, that's why it is called homework. One hint at this point, it has nothing to do with narrative, because narrative is usually pushed by 1 individual seeking to get an advantage for himself. Those in his inner circle will blindly adopt that narrative.

2.2 True Role Purpose

2.2.1 Integral approach

In a general team setting you need to mitigate the impact of hostile Tanks on your Tanks, keep the probability of getting your units wiped by hostile heavy Air or TA strikes as low as possible and evaluate risk/reward constantly to hit as many hostile AA and Inf units as possible. The firing focus is clearly on destroying! units in a certain timeframe, rather than damaging a lot of units and losing the time frame to destroy 1 unit. In a standard situation, you are more defensive than offensive, do as few relocations as possible and keep, vision, firing range and firing density consistent. The best way to do that is knowing which formation to apply at what exact time in the game. Do less with HTs and do more with LTs.

You need to be able to read hostile and friendly unit patterns, understand the true! primary purpose of each role, consider individuality of players and strike a beneficial balance between individualism, collectivism and many other aspects. You process all those impressions in real time and strike countless micro decisions for the current moment and plan the future micro decisions and resource allocation (RF points), while prioritizing your TA management appropriately. You need to objectively and truthfully perceive events and react to them quickly with setting your leverage at the right spot and the right time. Additionally, you need to learn your lessons and reflect upon what has happened and where that point of leverage exactly is. There is also a logical flow of a game and an emotional flow of a game, make sure you are in charge of the emotional flow as you are leading the

team with Armor, remember the most vulnerable and dependent role Armor is leading the team, make sure you have your emotions not only under control but radiate a certain type of energy towards your peers with visible intent. **Intent is a product of decisiveness, when you are clear with your decisions, your intent will be clear as well.** Just make sure your decisions are correct and prior to that, that your situational assessment is correct. There is an entire, multi-layer cascade of events that produces results only in the end stage. Not visible to the average rookie, as your units “simply” seem to move left and right. In reality you have like countless options to choose alone in the micro-tactical sphere. Move, not move, advance, retreat, stop, move left, more right, move up, move down, smoke, not smoke, use special ability, not use special ability, align with your peers, ignore your peers, place the TA strike, not place the TA strike, spawn 1 HT or spawn 2 LTs, what TA strike to use, pick your formation, ... it is endless. Fundamentally, Armor is responsible for both the movement of the domination bar and for the final outcome of the game. It is the hardest and most vital role in the game. There is no Armor purpose without mentioning the true purpose of the remaining roles.

Be aware that the Team Macro is very hard to address in higher player count games, because it is not as simple as a “each player takes one role” thing. There are lots of ambiguities to deal with.

2.2.2 Phase perspective

In a team setting Inf is most effective when playing Inf units only. Having as few vehicles as possible is key to establish consistent micro and forward action. You must weave a flexible and forward oriented network without gaps. Using different unit types with Inf makes that close to impossible and fails to align with the map macro and logistics properly. While all Inf units have roughly the same moving speed, the speed of vehicles varies and makes it much harder to keep a cohesive network together. And there is no unconditional need to incorporate vehicles except for capturing and fortifying native or conquered CPs with trucks (Phase 1 and 2). As you approach the hostile spawn (usually Phase 3), you may use some trucks or APCs to get your units there faster and/or add some more striking power with the APCs. It helps to clean and cap quicker, that in turn helps to move the domination bar more directly. At times you may spawn one MT or 1 med chopper for specific reasons. Just be aware that those units increase the chances that you won't be able to create, maintain and advance your network in the best way possible (dilution of ground presence with fewer RF points for ground units; inefficiencies when handling different unit types). Failing to do that, creates a lot of openings for opponents. You need to flush through the map like an avalanche. In the first phase of the game, you need to do that more aggressively and fully leverage unit numbers to not only **find** (not assume) the points of resistance but as well overcome them with your numbers advantage to get a decent starting point to work with. Trucks and other non-Inf units, dilute your thrust-force by lowering the unit numbers and your team may end up losing ground because of that. You need one firm but nimble network, particularly in the initial phase, where you need to lead your team and provide macro-orientation with vision. Role excellence with Inf is not easy to comprehend. There is a lot of stubborn tryharding happening, without individuals ever getting past the point of decency. I clustered the most common Inf pitfalls as Playstyle Stereotypes below.

Inf Playstyle Stereotypes: highly common misconceptions

1. Notorious Defender
2. Midline Dancer
3. Urban Hero
4. Forest Dweller
5. Mirror Kisser
6. Trucker
7. TA sink
8. Sniper Hermit

And possibly a couple of others. As you see there is plenty of space to get lost in how to play inf. Most of the players get lost with Inf and do random stuff, they lose track of essentials. The mainstream approach is feeding all TA to Inf to overpower hostile Inf with drops. Very often you do not have comparable Inf conditions (player capabilities) on both sides, that leads a lot of Inf players to believe they are better than they really are. Even more frequently than that, most Air players have a wrong role-purpose understanding.

After a short excursion into the Inf world, coming back to Armor now. Inf is very much like a marathon, where you focus on one and the same thing and try to be as efficient as possible. Even if you are not effective, you can provide an edge for your team simply by providing and denying vision. You can be indirectly effective with that.

To me that is the threshold of decency. Being both efficient and highly effective is what I call having mastered Inf. And a big part of it plays out in the macro realm, just like with all the other roles. Inf itself is highly repetitive and has predetermined zones of action – it matches very well with terrain, as there are much more bearable Inf hideouts than there are AA hideouts or tank spots.

Armor on the other hand is like doing the Iron Man. You need to run, swim, ride and change between them all the time. Depending on what is required. With increased complexity, you are required to incorporate as many unit types as possible, MTs, LTs, HTs, APCs, drops (specialization). Meaning you have a unit mix that is incredibly hard to manage (role application difficulty, see chapter 5.4.3/4) in a similar fashion as an all-in Inf player can do. Every unit type has its own characteristics like, speed, range, maneuverability, protection, damage, and special abilities (defensive, offensive). With Inf you can do well with regs, drops and potentially but not mandatory 1 or 2 stationary snipers. The only moving unit type is the regs and you mainly deal with run, spread, resupply, enter/leave hideout dynamics. The weird thing with Inf is the inconsistency of autofire. It also applies to AAs. Often you have to target nearby hostile units explicitly to do some damage. These dynamics apply for all Inf unit types.

While it is true that Inf can improve its impact by blending more different units together, that just does not necessarily contribute to domination. Inf tackles increased complexity best by lowering the unit types and raising the numbers (generalization). Another perspective is that Inf as well as Support have no meaningful firing restrictions. You do not need to consider terrain and engage in mental 3D mapping at all. Which is crucial for Armor and Air. Inf does have a smaller range, but at the same time a much higher resilience and firing power than Tanks. Disintegration lines like forests, buildings, obstacles, fortifications may apply to vehicles but often do not apply to Inf.

- **Inf is universal, simple, flexible, durable and easily achieves baseline effectiveness with numbers - mainly numbers leverage denominated (see chapter 5.4.4/5). Unit type leverage is secondary. It is consistency-heavy and relies on repetition.**
- **Inf pierces into enemy lines with vision, forward presence and striking power, while Armor pierces with firing range, specialization (Unit Type leverage), unit placement and formations.**
- **Inf provides domination with CP proximity and the right balance between striking power and vision domination.**
- **It does require micro, but it is a different type of micro that is more like that of a typical strategy game and less of an RTT game. The biggest challenge for most Inf players is to not step into common pitfalls (see above)**

In terms of speed, it can be both slow and fast moving. There is no speed variation between unit types - that makes it simpler to craft a finely webbed network compared to Armor. Inf can also easily sneak into sensitive hostile areas unnoticed and navigate all kinds of infrastructure well. It can move in forests, in urban areas and in open field areas easily and quickly, while Armor has much more restrictions and on top of that is way more punishing to mistakes and dependent on Support. Tanks cannot move in a hidden way and immediately attract attention. They move more obvious, visible, exposed pathways, disallowing them similar intrusive / infiltration capabilities like Inf has. Inf is very much proximity / ambush (striking power is key) oriented while Armor's firing pressure can be felt across long distances.

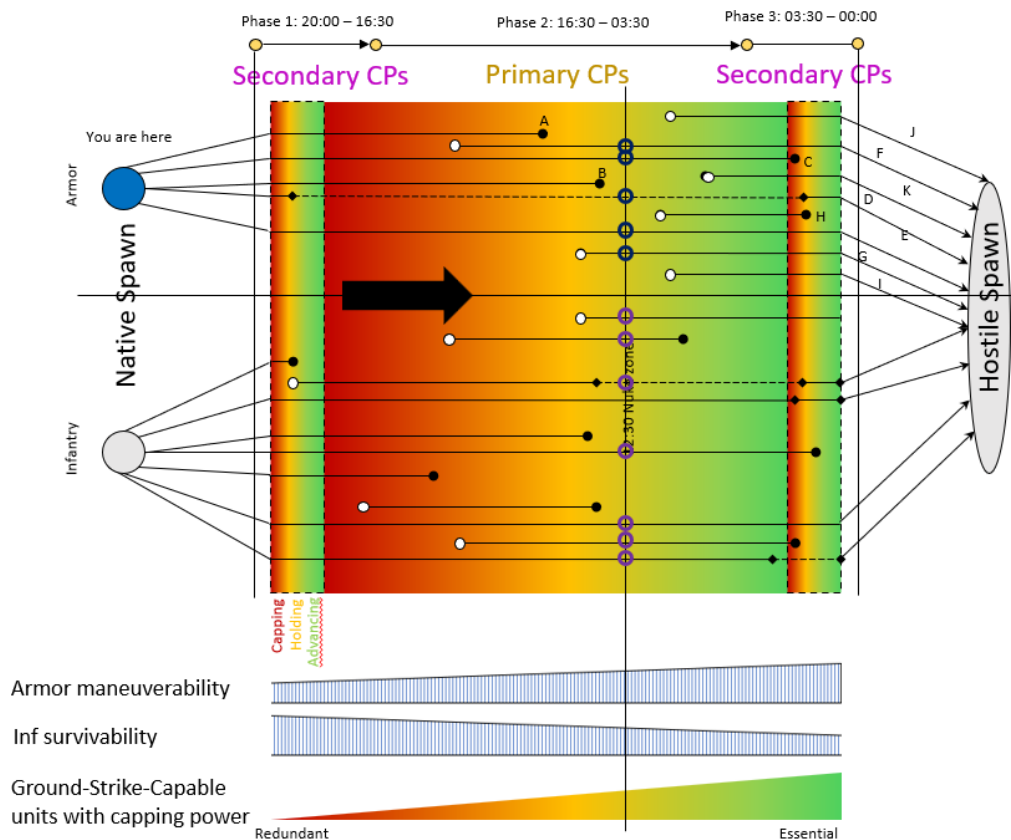


Figure C: Coordination Issues on Mixed, Urban and some Forest maps

- **Armor is specialized, situational, fast moving and needs to strike a balance between unit type and unit numbers, between speed and ground control, presence / capturing power and firing coverage or firing density.**
- **Armor holds ground in open field areas with positioning, while Inf holds ground everywhere else with widely stretched networks.**
- **Armor provides domination with macro, logistics, unit speed, presence and capturing power.**
- **It is very decision heavy, relies on disruption and requires a much bigger macro understanding.**

Inf is the simplest role to master, but the entry point may seem somewhat difficult as you need to be active across the map, while other roles can blob and be 'fine'. Map-wide spread and micro still do not qualify as metrics to quantify role complexity. Inf is complicated but not complex. The average level of mastery for Inf is also very far away from ultimate mastery. There is always more.

Support is obviously very bad at holding ground and at best can maintain some of the ground control for a short period. OPT Support (see Support Playstyle Navigator) however, is exceptionally well suited for piercing forward and expanding ground control (mixed maps, urban maps, forest maps). Open field maps require smart unit placement and positioning from both Armor and Support, both cover each other with smoke consecutively and AA hides behind Tanks. Armor tries to 'stretch' ground control forward with unit by unit and also pushing the entire formation forward and applying wide firing pressure to push back hostile AAs and create openings for friendly Air. Support surfs edges, craters and the rear side of hills, but also follows Tanks in the wind shadow. Ideally there are some additional open field Inf (ATs) to help driving back hostile ground units. Unless ground combat is not the issue and you get wrecked by heavy Air. Then you need to flood the entire map with regs when you are the Infantry player.

Inf and Armor need to coordinate their combined efforts to be most effective. Figure C shows the typical game phases at the top combined with the CP Priorities (check section 4). It is a generic game where you cap your native CPs, which can be some secondary CPs close to your spawn or even Primary CPs. Secondary CPs are for example Hometown Dam for USA and Saw Mill for USSR. You cap them easily, fortify them and advance with your units to other places quickly, usually they are not contested fiercely. Every CP includes those sub-phases which are Capturing, Holding and Advancing. Obviously Capturing and Holding is the hard stuff (marked in red

and orange), while leaving CPs behind as you Advance is much easier to do. Most of the time you spend fighting for Primary CPs and there is a lot of back-and-forth action happening, big resistance, decaps, recaps, hostile counter initiatives, etc. Noting that primary CPs are usually in the exact center between the spawns. When you cross that line, you need longer to resupply the line than your opponent does. It is similar to a Tug of War dynamic, just on Domination. In the first phase you generate TA mainly with caps and forts. You have capped with your units and they have a rank without having fired a single shot. Armor starts off with fewer units than Inf and adds more units throughout the course of the game through TA drops. Inf starts with more units and unit count peaks somewhere in the middle of phase 2 and drops steadily after that. The best macro scenario is that Inf leads and thrusts forward to provide vision and/or be present close to CPs with fire-capable units. But the normie Inf players stick to the middle no matter what or even build up defense for 8 minutes and then build up the center for 3 minutes, that is a massive problem, because you will get nuked as soon as your unit count has peaked. When you have your Inf in your spawn area, it is an issue, because the nuke will hit your spawn, when you have Inf in central area, you will get wiped badly in more forward positions (it took you a lot of time and effort to get there). When you spread your Inf too much and detach yourself from the team, many of your units will still sit in some random places, but your team will collapse in areas around crucial CPs and lose the game as a whole. As time goes on, the infrastructure gets thinned more and more and you lose cover and your potential to exert pressure onto CPs / domination bar vanishes. You must concentrate your forces, stick to crucial CPs and sync with your team before the nuke comes. The only way to avoid getting nuked is to push forward very hard. You need to hit with as many fire-capable Inf units as possible at the same time and navigate them towards enemy Spawn in the first 10 minutes. As you **walk** the shortest possible path (most efficient logistically) from spawn to spawn, you also usually overlap perfectly with map macro / crucial CPs, exerting the most direct, efficient and effective pressure on the domination bar. As you advance, your Armor player must follow up and get more and more ground, supporting your thrust and consolidating the ground gains. You drop forward drops while Armor drops more defensive drops (see Figure D), reinforcing each other and advancing. As the environment crumbles you lose your offensive potential, while Armor gains offensive potential, because the map becomes more connected (fewer forest, less buildings). In phase 3 there is not much left and the Armor is the main carrier of ground domination. In the final stage the Armor player has more active units than you, working on CPs. Inf drops are most important in the first phase and decrease in importance as the game continues, while fire-capable Inf becomes more and more significant. In the initial phase you can cap empty CPs with trucks or other units with low RF point cost, low mobility and without striking power. As you advance towards hostile spawn those units become more and more redundant and you mostly rely on firing pressure phase 2. It depends on your approach but usually phase 2 has some kind of "battle of fire". That is when you do not need mobility but pure striking power in key areas. You need to have infrastructure in place for that when you play Inf, and you need a well-chosen blend of Tanks and vision when you play Armor. Inf requires hideouts to successfully thrust forward and sadly most engage in silly Inf vs. Inf battles in phase 2, while they should be engaging in Inf vs. Tanks / Support / Air battles or even Inf vs. Spawn battles.

Phase 1 - Get into position phase

Phase 2 – Find the resistance and dominate crucial CPs phase

Phase 3 – Almighty-Cap phase

2.2.3 True Role Purpose Infantry

Inf is mainly CP and hostile Spawn oriented.

Meaning it must be present in places where the action happens (domination relevant) and provide map wide firing power in spots close to CPs. Inf should be offensive and hostile spawn oriented (Figure D) to provide a forward directed channel of action to Armor and Support while co-capturing CPs with them as the line of action moves forward, CP by CP (section 4. Location Macro, CP priorities). Inf has the cheapest drops and can easily lose them when exerting forward action. Inf players are also faster with drop handling, so risk reward of forward & spawn oriented Inf is great. Overly defensive and evenly distributed Inf is bad because, it forces the Armor player to provide more offensive vision and spend attention on the handling of those forward drops rather than handling his units or maintaining presence. 2nd Inf must keep hostile Inf **under control**, numbers should be balanced, a full domination is not required, neither is full forest control required.

When you have failed or even refrained from trying with your initial Inf + Armor Initiative then yes, Inf is all about vision. Vision drops can be deployed easily to any spot of the map and bringing and maintaining fire-capable RF point Inf to strong spots will not bring lasting benefits past the 10-minute mark. (overextended, exposed, visible, degrading infrastructure. Check Figure C and D)

You need to strike the right balance between vision (drops and spread), team orientation (location, focus and striking power) and Inf orientation (Anti-Inf). If your team gets overrun by striking Inf units, chances are you neglected Inf orientation, particularly in forests and open Inf areas, which are your responsibility / friendly Air is also responsible for that. If you get overwhelmed by hostile vision, then probably you and most likely friendly Air or Armor neglected to take care about team vision. If your team has no striking power in critical spots or a low reg presence in key forests, or you keep missing the pushes or caps frequently, then you are too focused on Inf vs. Inf dynamics instead of blending better with your team and meeting with the generic macro direction and CP priorities.

A widely spread Inf network benefits friendly Support the most while the Armor player needs a deeper Inf network that is more forward oriented.

Widely stretched Inf networks shift the focus away from Armor to the AA vs. Air and Inf vs Inf dynamics.

Noobs consider Armor a hygiene factor to generate TA with repairs. Support sits in the spawn Armor can't push beyond the midline and is forced to also sit in the spawn. Air blobs around and tries to break the opposing spawn sitter setup. In this very common, but wrong scenario Support plays vs. Support (repairs), Inf vs. Inf, Armor vs. Armor (ranks) and Air vs. Air (k/d+ranks). Domination action follows that misconception and becomes a static repair-and-nuke-fest.

That makes games boring and static and engraves a wrong Role Purpose understanding into the minds of the players. The solo-pubber mentality is omnipresent even for the most experienced players. First comes the macro, then you will see the True Role Purpose and only last you will see how you as an individual fit into that concept.

Instead, it should be Air and Inf vs. Air and Inf, Armor and Inf vs. Support and Armor

On some Armor driven maps (flat / elevated / good tank spots / easily supportable) it is more like Armor and Inf vs. Armor and Support, Air vs. Armor. Open field maps require an Armor and Support vs. Armor and Support and an Air vs. Inf, Inf vs. Air approach. **There may be some variations, depending on the given macro framework but predominantly it is as described before, Air plays with Inf to destroy hostile Inf to achieve vision dominance. It enables both friendly Support, Armor and friendly Air by disabling hostile Support and Armor. On top of that it merges the collective team understanding. There is no real need for Air, when you have vision dominance, Armor will pick apart the entire team in terms of raw firing power (given it has vision and Support). Air competes with Air in the battle of priorities, where it manages to create an Inf advantage while having an eye on what happens everywhere else. Air also competes in the speed and presence realm. Firing is just the end product if you have done everything right with Air. Firing alone does not lead to anything, destroying tanks only does not lead to anything. Be careful not engage in firing vs. firing - it highly resonates with the wrong role vs. role mindset. Equally it is not about not-losing your units, many piss their pants when they face for instance med Air while playing heavy Air, completely contracting and blobbing more than before, focusing on unit preservation, instead of initiative provision**

and enablement. Air needs to split when facing med Air, out-enabling the opposing med Air player in terms of team enablement.

In phase 1 you need as many **fire-capable** units as possible (4 regs, 1 AT, 2 trucks for urban and mixed maps; 5 regs for open field and forest maps with first spawn), spread your network as widely as possible, while sticking to routes / hideouts close to crucial CPs. You participate in the initial caps with some trucks and minimize the truck quantity to the minimum to get the highest possible quantity of fire-capable units that navigate in-tact map infrastructure early and thrust towards hostile spawn. Stick to this approach until the 10-minute mark, then reassess the situation and either thrust harder or spread and avoid key areas before the nuke comes. – Pivoting from a striking power centered approach to a more vision centered approach.

Until then you provide wide but dedicated vision channels for your team, while being covered with fresh forests and buildings. The worst thing you can do is to remain passive and wait for the hostile Inf to come to you. You need to stretch the line of sight and rush into strong CP-related positions early to apply as much leverage to the domination bar as possible. Armor and Support follow you and Armor and Air enable you and finish off hostile units sitting on CPs. It is of utmost priority to fully exhaust the advantage of intact infrastructure. You need to overwhelm the enemy with conquering ground, so they have no time to deal with your Inf in forests. Instead, you want them to throw heavy Air strikes, or desperate heavy artilleries at your team. It is important that you do not attempt a dumbass concentrated push through one chokepoint area, but rather push everywhere at the same time (ideally 2 or 3 zones that feed one central key initiative to spawn lock the enemy).

Getting your fire-capable units in strong forward positions early and keeping them alive is key in phase 2. Use your TA drops to get some defense in your native hideouts, like 1 or 2 drops to help prevent hostile fire-capable Inf from doing the same with your spawn. The absolutely dumbest thing you can do is to fight drop vs. drop wars, while you should be advancing instead. You must use your cheap and disposable drops, that can be redropped to any place of the map to eliminate the **most lethal and hindering** ground units (hostile fire-capable Inf + intact hideouts). Because fire-capable Inf is severely devastating if you play it the right way. The more of that you incorporate into your initial thrust wave and keep feeding that thrust in an efficient and consistent way, the better. Participating in caps is a nice to have but not a must because it dilutes the forward momentum and thins your wave of striking power and wide presence. Friendly Air and Armor should Support your TA drops to fend off hostile fire-capable units trying to get into their respective forward positions. Hostile TA drops surviving are not an issue at all, they only become an issue when you fail to utilize your fire-capable units to exert force onto hostile CPs / advance / defend your CPs. Many have that mental glitch of wanting to have clean fronts without any hostile units inside your map half. That is just nonsense. Drops alone pose no threat and should be dealt with second in this phase. They become more important in the second half of the game when the opponent has more TA to leverage his drops. Most lack skill to leverage vision without TA.

Most of the infrastructure is gone in phase 3, your Inf units are slow and vulnerable, your surprise and vision advantage greatly diminished. What you can still do is, having massive unit presence and additionally to that more speed and striking power. Speed is an issue, but you can overcome distance with numbers and spread. Even more when you directly drop on CPs. You can incorporate some APCs + ATs into your unit mix when you are facing an all-in domination tug-of-war. They are fast moving, highly maneuverable, have defensive smoke as well as Anti-Inf and Anti-Vehicle capabilities. – Adding more resilience and striking power. Naturally they can transport your ATs. Make sure you assign the right destinations, which are usually CPs. Dropping on CPs is perfectly fine in the late stage, even on fully fortified CPs. In that last phase your main issue is lack of unit numbers / presence. There is too little time to effectively build up bigger network of fire-capable Inf groups. You go directly for what is most important. Many Inf players are too stubborn to change their style accordingly and still spawn snipers and other Anti-Inf units to dominate some hostile drops in irrelevant forests. In phase 3 there are less Inf units on the map and more armored units. The cost / benefit is supreme for light armored vehicles. Your job is to flood the map with all kinds of units, even trucks may do the trick to confuse inexperienced or blobbed hostile Air players. You dilute the hostile Air striking power and divert their attention away from friendly Tanks towards your Inf. Combined arms efforts of both Inf and Armor will overwhelm most Air players. There is nothing better that can happen to you, when the Air players chase your widely spread spawn drops with their blobbed heavy Air, while your Armor player gets more room to breathe and purely focuses on logistics and domination drive. Forest maps, open field maps and maps where hostile Air can roam big areas uncontested, require a more Anti-Air heavy approach. A neutral Inf approach, open field Inf, widely spread reg infestation may still work, but that approach will run out of steam as they will burn the woods, arty your Inf. It takes you loner to setup that kind of network and the opponent has the necessary TA by then to counter your Inf for good.

Only huge and dense forest maps let you fend off hostile Air for long periods. A lot of it depends on whether the opposing players even go for your units or don't, if they have the right macro understanding and knowledge about the True Role Purpose or have not. Pay attention to who they are and what they do and don't.



Figure D: Riviera NATO perspective, vision drop distribution - Inf drops(white), Armor (light blue); Fire-capable Inf (orange)

Trucking (using trucks to transport your Inf to distant places) is not the best idea overall. I will tell you why:

1. First point already mentioned, it goes against the macro nature and contradicts the typical three-phase model. You dilute your striking force by having more of the units that matter less (trucks) and less of units that matter more (fire-capable Inf + quantity). Even passively speaking, when you spread widely and defend with a reg centered approach, you lose the consecutive chain-damage effect, where you damage and destroy hostile Air units. With fewer regs, you would damage and destroy less. Inf also relies very much on the unit type blend, where regs work well with snipers and drops; ATs work well with regs and so forth. It makes no sense to stretch the space between those units more than necessary, which would happen if you keep using trucks. You would need 2 to 3 spawns to get a strong 5 fire-capable unit blend in forward positions, if you used trucks, while you need only 1 spawn if you don't use trucks. That is most decisive in the initial phase. You can use some more trucks for transports in phase 2 and 3 if situation allows it. And some big maps may require you to spin a trucked Inf unit to a certain corner of the map occasionally. Under no circumstances Inf is allowed to use trucks unconditionally.
2. You also create fewer and denser RF point packages moving across the map.
1 AT + truck are 1100 RF points almost like a heavy tank with less striking power, less defense and without defensive capabilities and bad maneuverability. Nicely integrated maps (big urban, big forests, forts) allow better flexibility with Inf squads than with Inf groups in trucks. Inf squads allow a faster and more responsive play, organically moving from cover to cover, from side to side, rear to front. Otherwise, you need to make a really clever use of routing to anyhow make it work to your advantage.
3. You need to work with routes to manage fewer units, that again dilutes your micro, consistency and map wide presence. It appears off to provide expensive and yet still relatively slow rides to (strategically seen) "cheap" single units.

4. You may get some individual units quicker (than running) to some destinations, but there is a cost to it. The mentioned risk of getting destroyed. The time you need to load the truck. The time you need to delete the truck and effectively get the 300 RF points re-accredited to your account. Which may take ages, depending on your average unit count on the field. The demand for second-hand trucks is usually very low too, except in the phase 1 and phase 3. There is no way you will be able to utilize every truck, a second time properly. Having trucks returning to your spawn repeatedly is gross as well. You will have to deal with lots of delete and wait, load, unload, forget to unload and get destroyed, type of events. You would have to keep different moving speed timers in your mind, which really messes with consistency and map wide presence. The burden becomes greater, when you have fewer units on the map, each unit carries more responsibility to be effective and equally more risk if it fails to. Predominantly running your Inf and possibly using a transport helicopter is the choice to go when you want to max out efficiency and effectiveness.
5. The moving time difference is insignificant as well it took me roughly 1 minute to run an AT from spawn to the central point of action on Hometown. It took me 32-38 seconds with the truck, where I have pre-chosen the best route for trucking and knew it would work, it was almost completely straight and yet the truck managed to get stuck between buildings, resulting in a 5+ seconds delay of arrival. I had to use routing for a straight line, just imagine you need to navigate different types of destinations with routes, never knowing the real efficiency. Another aspect is that trucks use different movement paths than Inf squads in general. The runnable route may be even faster than the drivable route, depending on where you want to go. Inf can run anywhere but trucks cannot drive everywhere.
6. To me the certainty of having the maximum quantity of RF points available at any time is essential. The maps are often designed in an Inf friendly way too, the movement flexibility is the second most vital aspect for me. I can focus on shaping the game, rather than tryharding to justify the use of trucks.

The True Infantry Role Purpose, the Phase Perspective and how it all comes together with other Role's True Purposes is not something you will hear from rookie players. The generic thing you will hear is Inf must win the Inf fight, then it can provide vision to the team, while Armor, Support and Air mainly sit in the spawn, milk TA to drop heavy Air strikes to combine them with concentrated blob pushes to strategically irrelevant CPs. Sometimes resulting in both-sided End-Stage nuke fest with lots of spamming. That perception that secondary CPs are key probably derives from the fact that out of the 2 teams one knows macro better than the other and neglects secondary CPs (but does not have the required macro and role excellence skills to navigate crucial CPs appropriately), that is where the opposing team will excel by holding the secondary CP and inherit the impression that that domination of the secondary CP was what made them win. The silly-but-'safe'-bet may reduce individual skill exposure and the risk associated with the team falling apart because of individual ownership but that has severe consequences for the entire community.

What I have described so far and will be describing throughout this Guide includes all fundamental key aspects of this game. That are the Resource Free Architecture, the Role vs. Other Role dynamics and the incentives that come with that, the Continuous Destruction of the Map Infrastructure throughout the course of every game. The last aspect is Domination/Assault/Tow and Map Design. At the end of the day, even the most boring games will have one winner. The maps are designed in a way to create a more dynamic experience and prevent teams from sitting and repairing. One side is usually slightly weaker from the macro perspective. Games should be exciting and dynamic, risk taking, team work and map design are fundamental laws that lead to exciting games and a growing player base, once you have understood what they stand for.

2.2.4 True Role Purpose Armor

is mainly Anti Inf oriented, **vision provision and vision denial** as well as **speed, forward action and capturing action** are outstandingly important. Armor has expensive drops and usually can handle fewer drops well, because it must focus on other things first. Inf drops by Armor are well suited for defensive purposes or for places between CPs and other areas of action to fill the vision gaps (Figure D). Firing power and denial of Access to hostile AAs are secondary, it happens automatically through passive fire when you have vision and unit placement in place. Firing power is more important in terms of finishing power, where you actively finish off hostile units in their native positions. 3rd there is the damaging power, where you approach hidden AAs with LTs, damage them and chase them out of their shelters. 4th are tank battles.

In phase 1 you need as many units as possible to not only provide initial capturing power, but also to milk some TA with fortifications. Inf needs some time to get in place until it can thrust forward with all fire-capable units, that is the time to generate some TA with forts and in one way or the other swap the light units to heavier units, as you need more of them in the fight for primary CPs in phase 2.

Phase 1 (capturing), Phase 2 (firing to pierce & advance + capturing), Phase 3 (firing to cap + capturing)

When the hostile ground network is dense, diversified and well maintained you need more HTs. That is often the case when open field battle zones align with primary CPs. (e.g.: Farmland, Mauer, Vineyard, Fjord). Some maps provide a lot of hideouts and/or have less clear / seemingly more evenly distributed CP priorities. (e.g.: Seaside, Riviera, Xmas, Hometown). ➔ When the hostile ground network is diversified but spread you need more speed and mobility, resulting in unit type specialization and increased numbers (cheaper units).

Overall, the ground network allocation (focal point) mainly depends on the mob's (that usually has an opined informal leader) macro understanding. That is why there are so many misconceptions around there, because players act in an emotional and biased way, rather than in a factful and clear way. They do what their 'friends' believe to be true.

Because there is no base framework, no anchor at all how Armor should be played. Many people simply stick to either just HTs or just LTs, for rookies I recommend just that. As a more advanced player you may use a 1 HT + 4 LT blend at any point in any game, that gives you a very flexible and workable entry point framework to develop your tank skills. The next I recommend is playing Assault, the regular domination Joe will never master Armor, as it is not just Armor but an entire skill package you need to develop. Isolating some key components may be tempting as it appears to make things easier to understand, but it just distorts reality to serve a biased perspective. A lot of those processes happen subconsciously. You only get something from experience, when you play with the right players in the right way to help establish the right processes in your mind and to harden your reflexes and habits but at the same time stay flexible and open to new learnings.

The Armor Role provides by far the highest degree of tactical use diversity and equally demands the highest presence, decisiveness and macro understanding to being able to effectively apply actions with proper timing across the entire map, incorporating and addressing countless of different situations and contexts. When you transition from a rookie Armor to an elite Armor player you will be overwhelmed by the magnitude of options and decisions you can choose from. Inf has some anchors it can stick to and based on those, build up the personal game understanding. For instance, there are forests, there are buildings, a few good sniper spots, lowest dependency on other roles combined with very low unit speed, spreadable unit squads (lowest chance of all roles to get wiped), low TA generation and of course mainly 2-3 different but highly similar unit types. People who claim Inf is difficult, have no idea what they are talking about. You can simply spam regs and sniper into forests and be fine under any circumstances. Even if you do that rookie style Inf vs. Inf thing in teamgames, while being actively fed TA, you will find yourself of some use to others as one of the most central leverages you can provide to your team, the vision, can be achieved easily with Inf, due to high unit count, cheap drops and very high unit resilience (spread, independence, resupply, merging with map objects). Even if you're a total lamer with inf, you can simply sit in safe areas, spam light arties on hostile Inf to deny enemy vision while spamming TA drops to provide friendly vision in return.

- Chose a 1 HT + 4 LTs blend at any point in time at any game
- Establish some kind of vision for your units (Mainly by enabling your Inf and secondarily by deploying TA Inf drops into forests or running those to the forests, you want them to provide vision from. If you don't succeed, do it again. As soon as you give up on establishing a vision advantage, you start losing) and deny enemy vision with light artillery (TA) Do not mess around with scout choppers, they will not make you grow. If things are real bad use a medium chopper.
- Find an elevated spot for your HT and keep it there for the entire game, wider areas may need a second or third HT just like on Farmland with bridge as Chokepoint, your LT maneuvering is limited
- Disregard opposing Armored units, just do not get grinded by them
- Do not mess with autofire (right click), just let your units do what they have to do, do not interfere with that. Just make sure to pick good spots for your units
- Focus on Snipers, AA and fire-capable Inf units with active fire / special abilities

- Use your micro to manage your LTs and mainly cap CPs with them (forward spots), use their moving speed and their special abilities to your advantage. Mold into the flow of the game and sense the intentions, strike forward like a lightning bolt and disappear like a ninja.
- Make it habitual to use Cluster bombs, tank busters and light artillery whenever you feel like doing so. Do not hesitate, just do it. Avoid using Carpets, Heavy Air strikes and Nukes. Occasionally do some recons for heavily Inf infested forests and thin the Inf with your Tanks or light artillery (TA). And in rare cases use heavy artillery (TA) to shake up densely populated open field areas.
- Establish map wide presence, simply by having quickly available units (able to move to the spot) in various places close to CPs. Allocate the resources (RF points or TA) in a similar fashion to the CP priorities (see section 4). Blend TA dropped LTs and Inf drops to increase presence if needed.
- Timing is achieved best in advance. You make sure to maintain presence in key areas across the map, establish some survivability. You create and exploit openings with your units by reading and addressing the priorities in the right way. You need to anticipate and predict certain outcomes when it comes to assess the unit demand at various spots at some time in the future, so think carefully what you spawn and where you spawn.
- Switching spawns makes sense, but do not overdo it, better pick a compromise spot from which you have better flexibility to upkeep seamless logistical chains to ensure presence in different areas without interruption or complete unit wipes followed by long time spans of unit absence. When you feel like you have to wait for units to arrive, chances are high that you failed to read the map, read the context, react to present events, anticipate future events, address them by spawning the right units / quantity and keep the supply routes clean and flexible.
- Changing spawns has significant drawbacks as it interrupts your flow and breaks the micro focus. Do that too frequently and you will lose track of both micro and macro priorities and fall through the grid. More importantly you must stay in the flow.

There are many other points to consider when you want to go beyond the average mm player level. But that is the universal base framework combined with logistical recommendations that apply to any map.

When you follow the macro thread and read maps like I do (described in section 4) you will begin to realize how wrong most of the prevalent narratives are and consecutively how off the Role Purpose Understanding is. Even back in the “competitive days” a lot of mischief was done as the general macro understanding was immature and individual skill very low. The activity was high and the quantity of different approaches too, so that indeed was vibrant and driving. A total lack of framework and culture - lacking awareness for core values of this game has fragmented the player landscape and sabotaged collective growth and activity going forward. There were and still are space needle pubbers, mm pretenders, cw wannabe elitists, 1v1 noobs, 4v4/5v5 noobs, domination only joes, 1 role only noobs and so forth, many fragmented groups without any drive or openness towards each other.

2.2.5 True Role Purpose Support

is mainly Anti Air and pro friendly Armor oriented. Most importantly, it must deny access to hostile Air through a wide, deep and flexible AA network and follow through with the Armor player, whenever forward or capturing actions happen. Support’s effectiveness mainly depends on the friendly Infantry player providing a wide and deep unit network for vision. Secondly it depends on the macro and logistics understanding of the Support player. Role Excellence is close to insignificant with Support, more significant than for Inf but much less significant than for Armor or Air. Support’s Role excellence plays out in it’s ability to dance with the Armor player, not in the ability to outplay hostile Air (Playstyle 3 and 5, not 4!) AA availability and network strength are essential. Only if these conditions are **fulfilled** Support can incorporate repairs. Keeping HTs alive is more important than keeping heavy Air alive, as they are slower and need more time to rank as heavy choppers. Losing units is not an issue as long as you hold ground. Losing ground happens often because of passive or overly defensive Support.

2.2.6 True Role Purpose Air

is mainly anti Inf oriented. Yes, that is the secret. Hostile Tanks are not the issue. Hostile Tanks with vision are the issue. Blind Tanks will either pull back anyway and give up ground or overextend and fall apart with their Support players. They will blob more without vision and save you time of collecting Tanks which would spread more with vision present. 2nd Air provides a certain type of vision to friendly ground units (defensive and offensive purposes) and tries to break the hostile Armor / Support coordination. Overly passive Support will detach itself from forward oriented Armor and Air can pick off those Tanks without having to deal with any

hostile AAs. Air players must be excellent TA users. In case the Armor / Support coordination is good and hostile Support is well spread, it must exploit a lack of hostile vision and combine it's own de-coordination efforts with a smart blend between, lack of hostile vision, TA usage, firing power application, blobbed / spread Air dynamics, repair rotation and priorities. Macro is essential for Air players because they must prioritize what they do and when. - Knowing when vision is key and knowing when a destruction of certain units is key. The unit destruction happens in a certain order. When central areas get surrounded by vision drops and filled with fire-capable Inf, Air must deal with the CP/chokepoint threats first, and then clean the vision. Fire-capable Inf is harder to get into forward positions, Air must break offensive Inf's momentum. In big forests, snipers first, ATs second, regs third and vision drops fourth. When there is no Inf forward action it can pick apart other ground unit clusters with recons, tankbusters, heavy artillery and provide direct vision to Support when hostile Air approaches (particularly then, when the infrastructure begins to thin and the vision reliance shifts from Inf to Air. Another overwhelming benefit of split Air). Hostile AAs can be taken apart by Air itself with the use of tankbusters. Air is the second most demanding Role after Armor, Inf and Support are much less demanding. Inf's role specific difficulty is very low.

Yes, it requires micro, but that's about it. The rest is macro and priorities and that is where most of the players fail badly. Logistics are simple, there is no positioning, you can do the solo-play, etc.

3. Your Macro Impact

3.1 Initiative, the Law of Growth

My base case is that individually, everything is based on initiative. The right impulse, infused at the right time with the right intensity into the system will magnify it's own impact by multiple times. Be bold and selfless in a smart way, and you will find a red carpet unfolding in front of you. If the system accepts your energy and intention, you will reap rewards effortlessly. No need to be a bean counter and pretend it is all about TA, it is simply wrong. Admittedly, saving a lot of TA centrally, increases the impulse potential and releasing them quickly in a large scale, destructive manner can create initiative that can benefit a lot of players, but it is not a durable concept being local and short lived. It can play out well if you time it well in the 20:00 minutes game length you have. You can either push for a td (total domination) early or use it as a finisher move. You can also use big TA impulses to try shift momentum on the ground or squeeze the last drops of water into the bucket if things turn out to be 50:50ish near end. But at the end of the day a consecutive and well-matched set of actions, which build upon each other throughout the course of the game, is what leads to consistent results. Taking ownership and applying risk on macro level is key to shape collective good as an individual. The role concept may encourage many players to give away ownership, but that is nonsense. You need to take responsibility and think how you can contribute with your initiative in the best way possible. When you grow as a player across all roles, modes, setups and maps you will develop a unique macro perspective and you will be able to create tectonic shifts with every action and initiative.

TA come as a compensation to those who have done something that generates TA.

TA generation is not something that creates initiative and momentum unconditionally. It can reinforce an existing friendly momentum or break an opposing momentum, but TA generation or even utilization alone are worthless. If you do the right things the TA will come to you in masses without having to care about them. If you find yourself in situations counting beans, you are most likely doing something wrong. You can play the game in a way, where you are in no way reliant on TA to make things happen.

However, if you preemptively begin to defend and build fronts, avoid pushes, have no macro understanding, no positioning skills, are not creative enough to take calculated risk, you will find yourself in a situation where you need to count the beans and where TA counts will matter as they decide who breaks the front better.

A self-fulfilling prophecy becomes reality. The impulse strength becomes the TA cost for the strike.

TA centered players are mostly noobs who never really understood how to generate momentum without TA.

TA are a result to something. That something may create positive waves, reinforcing the system or it may create nothing, other than benefitting yourself only with a **feeling** to be on top individually. The only way to amplify your actions is by being selfless and creating openings for your team members - that is how the system is designed. Feeding your team and yourself off those personal initiatives is the correct way to go.

You need to continuously incorporate the TA use with the actions you or your team take. And yes, every role is supposed to use TA, because the most fitting context for the application of the TA appears to those doing the work and engaging in the game (given you understand the True Role Purpose, see chapter 2.2), collective

context and individual ownership are key. If you always pass all your TA to others, you give away your situational ownership and a big part of your potential to be more effective and drive the collective momentum. And that is what mostly happens in match modes, weak and obedient players are raised.

You should mainly focus on Inf and vision with your Armored units. Either by supporting your friendly Inf or by combatting the hostile Inf. Diminishing hostile vision enables your Air far more than targeting hostile AAs.

You kickstart the momentum and the ball begins to roll. Then you use that momentum (usually vision advantage) to systematically hunt hostile AA units, feeding the initial momentum and reinforcing it. You can think of it as a torch relay dynamic. When you start running, all you care about is to initiate some kind of action that would benefit all eventually. Your job to pass on the torch is not evident at start, you must focus on building momentum first, widening the gap between you and your combatants, so your team mate can start with a comfortable lead and build upon that lead consecutively. You not only need to pass on the torch in the right moment in the right way, but also your team mate must grab the torch at the right moment in the right way and align with your speed prior to that. It is as simple as that.

The usual gimmick of Pubbers is do some role vs. role nonsense, like have your Inf player focus on battling the hostile Inf player only, Armor shooting only AAs, Air only shooting Tanks, Support only focusing on Air and generating TA with repairs, feed Inf to do more solo play and throw big ta strikes to break unit formations and create openings. All of that is the redneck approach, from unskilled players who simply have no concept of macro and positioning. If you have players who keep dropping the torch, you know you lack it as a team, so the only way for you to feel as a winner is to sabotage the opposing team not with skill, but with force. And that is where that “it is all about TA” bs comes from.

You help yourself best when you actively enable others to in turn enable you in a better way.

Do not fall for that pooling nonsense and overly centralized play. When I was a rookie, we loved to have a nuke fest on Silo, so we kept pooling to each other because we wanted to see big flashes. And those strikes had a massive impact very often. A much bigger impact than we could have left with our individual skills alone. That is the whole magic behind the Pubstars who claim it is all about TA. Even newbs can feel victorious over good players if they throw big TA at the right time. Those big TA strikes do not grow your TA utilization capabilities and even less sharpen your macro awareness and sense for priorities. Even if you share all of your TA, you will not grow by doing that. Use them predominantly yourself but in a selfless and efficient way. Share them when you feel like the context demands it and / or the urgency is given.

Any role can take the initiative to build momentum.

You need to develop a deep sense for Ownership.

But the most sustainable momentum is built by either Armor or Support. Simply because they are the backbone of any ground combat. Even if Air were to create openings, the ground units would not be able to make use of those openings quick enough. So, Air must focus on Inf as well and clean CPs so that friendly ground units can cap them on time. If there is too much time between the Air initiative cleanup of random units and there is nobody to make use of that in terms of gaining the upper hand in ground combat and / or capturing or holding CPs, then the initiative was a waste. That is why it is of utmost importance for Air to align with the slower ground units, rather than have your ground units align with fast-paced Air initiatives. You need to deliver on the ground regardless the situation. Air units are pretty fast, so if one torch runner stumbles, they should quickly come to the rescue to keep some momentum alive. Inf is a pro-active gap filler while Air is a re-active gap filler.

It is easy to collectively create a vision advantage that grows with every individual initiative.

Vision is the simplest and most direct way to align with your team mates, because it serves all of you, while shooting AA or shooting some Tanks mainly serves one of the 4 roles. And remember even if you think TA are very critical, try using TA without vision. Vision is supreme. It provides a collective understanding about what is happening and what needs to be done. In a way it increases the individual and collective macro understanding and automatically provides better guidance on what is important and what is not. It greatly reduces the options, making it much clearer to see the destination and act in a way to collectively reach it, while seeing yourself in

your role contributing to it. Vision reduces ambiguity and provides much clearer priorities. So, when you are a master of macro play, you will tactically mainly engage in the Vision sphere. You can steer your team into a direction, simply by shaping the vision around players. Remember you have limitless resources; disregarding losses is often a good choice. If you establish vision in the wrong place, it is going to be useless. You simply dropped the torch. Make sure you mold the vision around one or more individual in your team. You craft a vision setup by considering what you have and what is needed at a particular point in time. Also, the risk of not being able to use the TA you have properly is much higher than not being able to use vision properly. Very often sea waves keep overlapping, creating a gigantic monster wave, that is what you need to create and therefore you need to actively synchronize with others, as they are what they are and you need to take ownership to make the best of the resources you have and magnify them. How you see yourself and how you see others is very important, as your self-concept becomes reality.

3.2 The Constitution

The following depiction illustrates through universal feed and get fed dynamics, how small initiatives get reinforced to something very big. Red boxes are enemy roles while green boxes are friendly roles. This is a snapshot; a lot of the arrows would reinforce themselves more and more if you keep adding more initiatives and let time happen. The green arrows are your contribution to the system put in order according to their thickness. Most importantly is to enable Inf and establish and scale vision, while shooting AAs is second and capturing CPs is third priority*. TA generation is only one element in that system, in no way the most important one. You need to know what has the highest importance and what has the least importance to achieve specific outcomes. Support is not mentioned because it is a direct enabler of the Armor player, if it does not enable the Armor player all of that cannot happen. Only if there is an OPT Support, he will be able to lead himself, create similar effects and move the domination bar with his initiatives. Any other Support type may attract more TA, but would sabotage the initiatives of this Armor player, while failing to deliver his own initiative. From collective perspective even reducing the total team TA count.

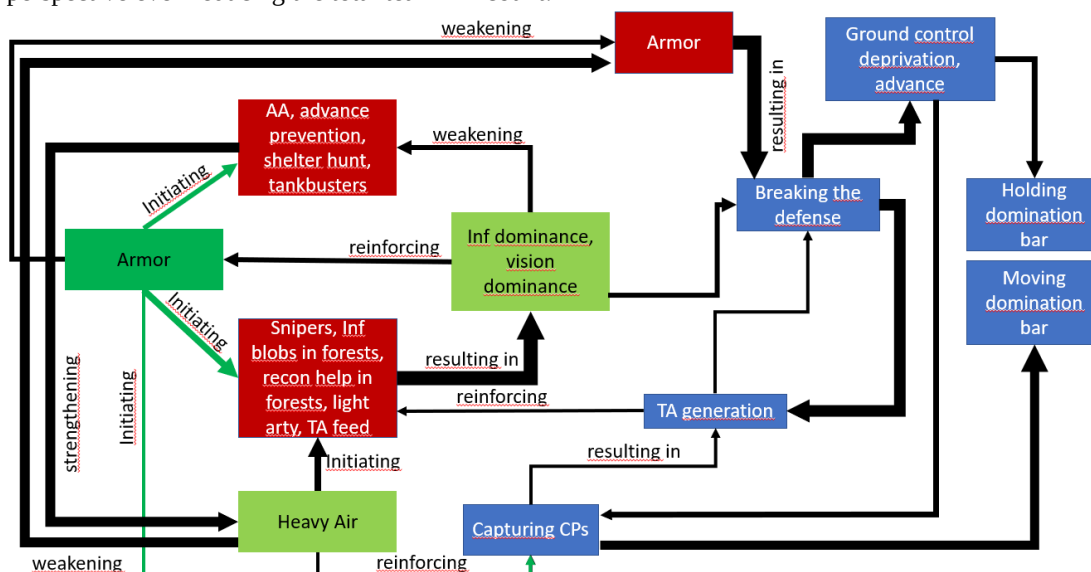


Figure E: Enabling yourself by enabling others

*Figure E mostly applies (initiative order/ green line thickness) for maps like Farmland, Mauer, Countryside, Vineyard, Silo and other thinly populated maps with lots of open space, few hideouts, few CPs and just a few logistical options. Those maps are often big and disallow any presence and movement centered initiatives (firing centered instead). Other maps with more options like Riviera, Hometown, Xmas, Seaside and others mainly rely on Armor ensuring presence and providing capturing power, targeting hostile Inf second and targeting hostile AA third. The more ambiguity the map offers the harder it is for the individual to see through and dissect it on macro scale. It is harder to determine what is important and what isn't (see section 4). There is a Phase perspective to it as well (see chapter 2.2.2). For rookies it is the hardest thing to figure out which kind of Initiative to choose at any given situation. But that is a highly critical success factor, particularly for Armor and Air.

Study the Map, know the Phase Perspective and focus on taking actions that benefit all of your team members in the most direct way to drive the domination bar.

Take a look at the inconsistency of the arrow thicknesses between putting pressure on the Armor player and moving or holding the domination bar. That means, even if you wipe the Armor player entirely, you may still fail to convert that lead into domination in a certain time frame. Same with TA generation, even if you succeed in various fields and generate more TA as an outcome, you may still fail to convert those TA into tangible domination. You must not directly target the Armor player, instead target the network around the Armor player. Same goes for the utilization of the generated TA and Air player's priorities. And that is where most of the misconceptions align. The team aspect of the game gets you a much bigger leverage than the paper, rock, scissors aspect.

Enable others to in-turn enable yourself and prevent opponents from enabling each other.

Effectively using TA is quite a task with niche understanding. But easy when you understand the true primary purpose of each role and how they are connected (see chapter 2.2). The Armor player supports himself with the initiatives he creates for others. Those initiatives lead to better vision, more effective AA work, more effective hostile AA destruction and so forth. Being selfless but not overly suicidal is the key and that is why many are struggling with that fact, as they prefer to be egoistic and self-preserving, because their self-concept is that of an egoist. Role vs. Role gaming, niche gaming, paramount 4v4 pretending, mm elitist thinking, centralized TA pooling and utilization and more. All of that is wrong in the context of this game. Individualism and egoism are allowed as long as it most directly and unambiguously serves the interests of your teammates. I believe the TA pooling concept is off because it allows too much TA pooling and should force individuals to use their own TA more. Too much collectivism is equally bad.

In randomized teams, it works better, because they do not feel obliged to share all TA and it averages out. However, in predefined teams' settings, it is obsolete, because you can pool more than necessary and overly centralized TA allocation allows bad teams, without delivering on teamwork, to get a much better edge than they deserve. And it provides an easy way out to dodge personal growth and development and get away with that. Applying for both TA poolers and TA pools.

Going for the TA centered or heavy Air centered break of defense may work sometimes. However only locally and in areas with low count of Inf shelters and these CPs are mostly secondary CPs with little to no strategic relevance. Those pushes tend to work with limited vision dependency (no need to rely on capturing other CPs and building a successive advance) and overextended locations (neglected by hostile team). Equaling low network depth and low intra-role dependency. Rookies will happily inform you about the importance of such CPs, as that is where they can apply "their" most effective leverage that is Air and TA (excessive use) centered.

Currency scenario: even if the currency has no value, it may still be usable as all believe it has value. Similarly, even wrong base cases and assumptions work, if enough players agree on the same "understanding" of how things should be approached. At the end of the day, one team always wins and the other one loses, there is just no alternative, regardless how you approach it. The question is how that victory was achieved, how exciting the gaming experience was and how much growth and activity it provided. - The ultimate benchmark for skill.

3.3 Foolproof Macro

Vision is big part of the macro play so make sure you keep a multitude of individual initiatives alive that all either help build or expand collective vision and/or actively strive to create openings to enable others.

Use buffer zones (see 4.7.1) that can overlap with defensive bays (see 4.3.2). When there is an opening created in one of the zones of action, you are not only able to make use of that opening with the units upfront but as well are able to replace the units, if they get destroyed, quickly. The buffer zone feeds the vacuum more instantly, than having to run your units from spawn, and ensures more consistent unit presence in the area of action. Buffer zones usually have no dedicated defensive purpose, unlike defensive bays. Buffer zones are neutral, but usually closer to your spawn, while defensive bays may be anywhere.

I am not saying that you must have units waiting on the sidelines permanently, just know when to pile up in the buffer zone tactically to reassess your priorities and readdress your resources before jumping back into action. If you are good, you can actually take away some presence for repair purposes, the shorter the supply routes the better, make sure repairs is available upfront.

Even badly damaged star HTs should simply get destroyed at some point. In Wic that is a new chance to increase the collective unit count and presence by spawning 2 fresh and fast LTs and have them arrive quicker where needed than driving around in your spawn with the HT, begging for repairs, forcing Support to dilute his AA network to spawn a repair tank, and then move the slow HT to another spot, just to get wiped by heavy Air instantly anyway, because heavy Air players love star HTs. A tankbuster might do the trick as well. There is a big, starred HT bias that does not apply to LTs.

Losing units reshuffles your card stack of RF points and might give you the needed resources elsewhere in a faster and more responsive way (given you play the entire map and are able to address priorities correctly). Rarely used or slowly ranking units are probably redundant anyway and therefore are either neglected by yourself and/or destroyed due to your casual attention.

When you stick to real and correct macro priorities, a big part of the resource management will fall in place as it will simply adapt to the market dynamics, if you just let it. I advise to have stationary HTs and semi-stationary MTs that you treat more carefully (combined not more than 2000 RF points max) that mainly rank from shooting hostile units in central areas with auto fire and occasional special abilities. Use the remaining RF points (3-4 LTs) to expand to more distant CPs to tactically cap, recap, decap and reach hidden AAs units by moving close to them and making use of your special abilities. If you play it right all units will rank up quickly and free up resources when the market demands it. It is important not to defend isolated / distant CPs too hard because you will just exhaust yourself. There must be resistance to exhaust your opponents but not too much tryharding because defense becomes easier when the hostile team overextends and you keep grinding them meanwhile with shorter supply routes. At the time they capped one 2 pointer CP, their entire push might have fallen apart already and you can wipe the remnants, recap it easily, start fortifying and build some defense there again. It is super dumb to throw yourself into useless CPs like Gas Station on hometown. Say USA side is defending and having a major pool of units at town square. USSR side uses a lot of TA to get gas station, overextends all units and gets wiped by the collective effort from hostile units flowing from town square to gas station, new units flowing arriving faster as the US spawn is closer to the overextended units than USSR spawn is.

Overcommitting on defense in central areas is bad too when there is no push going. You can hard counter central pushes and should do so. But do not commit more resources than necessary or even sit and wait for pushes. By the time you have done that the opposing team might just nuke you. You attracted, with your overly proactive defense, a total wipe of your native urban defense (Hometown) and units from a hostile pool can flow easily into your spawn. Always think in terms of incentives you give for your opponent, overly sweet fruits and incentives will attract a lot of force and commitment. You may use that to your advantage or you may find yourself in contributing to the creation of a situation you tried to prevent. That is why it is so beneficial to act undercover in a more silent way and fill the bucket slowly, reliably and efficiently while being more careless with your RF point expenditure and initiatives. On the macro level you must do well, regardless what happens on micro level, be present and opportunities will show.

3.4 Macro for starters: A Systemic Case Study

Below is an illustration of one of many possible scenarios in one game. It is your team; each player has individual strengths and weaknesses resulting in an average skill level (bubble size). The way the players interact with the situation and align with each other is indicated with the black arrows. Depending on the actions they take they move into a certain direction. It is a similar model as described under chapter 1.1 “How it all plays out” but the approach is much simpler. The previous model relies on yourself knowing what to do in game to drive the initiative, it is very hard to develop the skillset to match that model, so here is the foolproof model. The only thing you need to figure out is the real skill of each participant in the game and the actual and potential impact of individual actions on the course of the game. You can match it with the map macro, that is a manageable start.

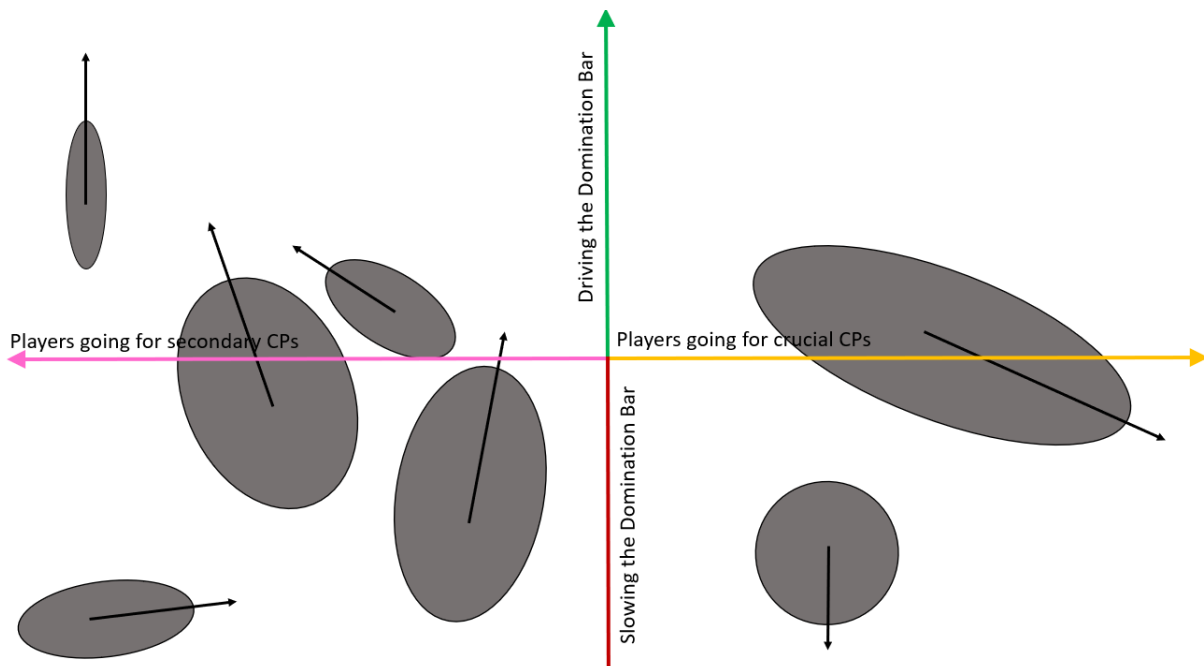


Figure F: Driving the Domination Bar

Lots of players will go to random places and do random moves. The big bubbles tend to be either stubborn or receptive to communication. The given Case shows a lack of collective awareness (gaps between the bubbles) as well as a lack of collective alignment (different directions, different moving trajectories). Such scenarios happen in any game, be it an 8v8 pub, 4v4 mm or others.

The solution is simple, see below. There is a stubborn mob, that is not receptive to communication or cannot deliver what is demanded, even if it does communicate. So, you need to remove the most pressing obstacles in front of the mob, connect them and enhance their collective awareness + direction with targeted vision provision (you steer what they see). Nobody is directly contributing the most effective domination bar movement, so you need to fill that vacuum and show initiative, similar to the previous model. You align yourself most with the player to the left from you (blue) and your initiative will radiate and convert the two players to the right from you. It will convert them more into providers of domination momentum. You help them see what you see and lead the way with what you do. Make your intent visible and your commitment perceivable.

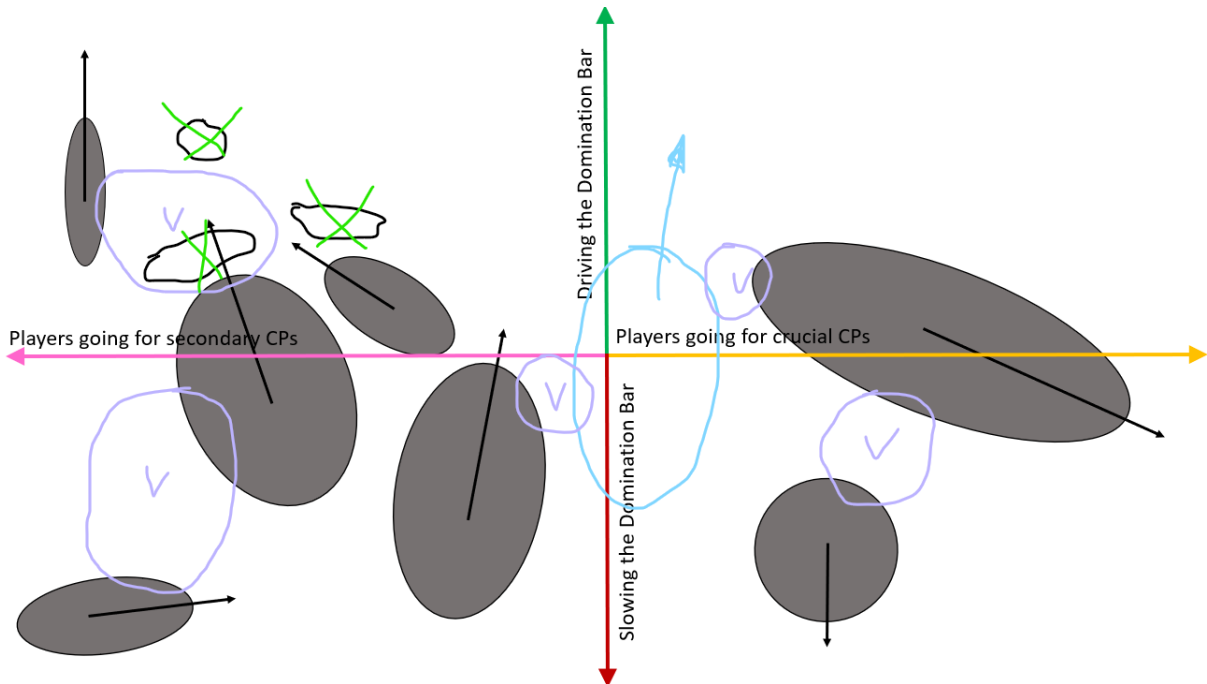


Figure G: Your Macro Obligation

3.4.1 The Mob approach

- +Enable the mob, provide vision, remove obstacles
- +Look for players doing the right thing and align with them with vision and actions
- +Lead the way with knowing the Map Macro and acting accordingly
- +Disregard the opponent / do what needs to be done
- +Shift the collective focal point / momentum will follow
- +Lead more than you communicate

3.4.2 Torrero

At some point the mob will get hold of most of the secondary CPs and will pivot to the crucial CPs, aligning with your initiative that had already aligned the remaining initiatives. The opposing team also has a mob, just handle it like a Torrero. Lure it to random spots and divide it. Those random spots may be different CPs, they can be crucial long term and insignificant short term, secondary CPs may be crucial short term and insignificant long term. Let the bull exhaust himself, let it run into empty areas. Your job is to see where the empty areas are and flip the red towel at the right moment. You need to perceive the hostile mob's emotion (chapter 5.1) and you can even make the mob go after you. While you distract the hostile mob, enable the friendly mob.

3.4.3 Flipping the switches

Your friendly mob is mostly blind too, there are just a few channels of vision if any at all. Most of the vision is temporary and trails the unit movement, rather than being provided by dedicated vision units. Make sure you turn on the lights in all rooms in the house and prevent your mob from hitting too many walls otherwise leading to loss of presence, flow disruption, etc. Recons and Split Air can help too to mobilize TA utilization. Do the stuff the mob is not willing to do, stuff the holes in the ship and prevent it from sinking.

4. Location Macro: How to read maps

4.1 First recorded mentions

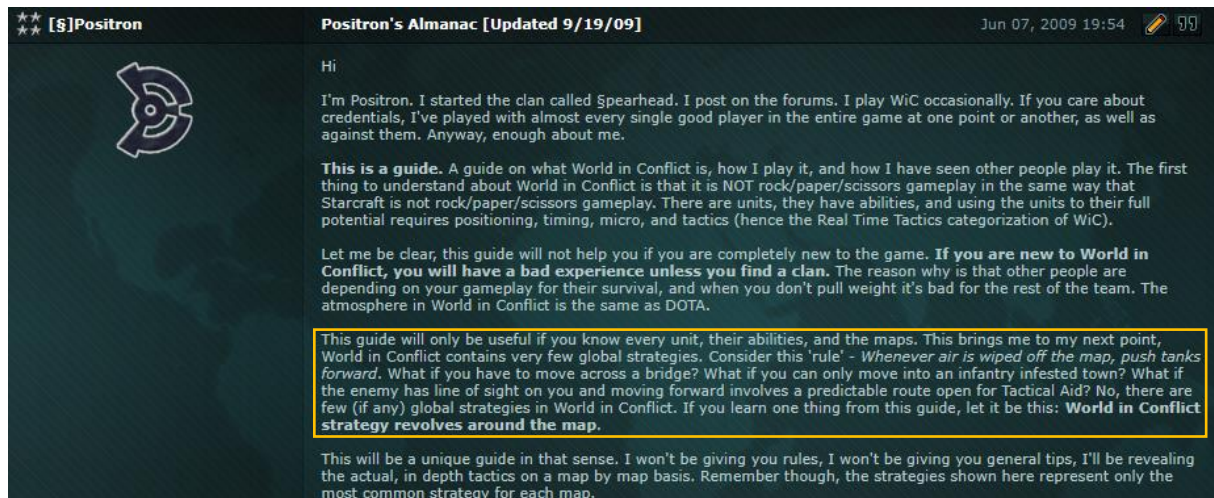


Figure H: Deciphering ancient texts

I stumbled across Positrons Almanac again and it does mention Location Macro. He is mostly talking about collective strategy for individual maps, which is related to individual macro awareness and understanding, even if not exactly the same. I read a couple of his suggestions on how to play and they are decent but very basic. Furthermore, he keeps talking too much about repairs, the necessity to rank your units and the avoidance of losing your units. That advice is from a time where medium Air was very strong with a massive range of fire and where Inf drops had low cooldowns. Meaning for Armor, that you had a much bigger and faster protective shield in place than you do today and it was easier to establish vision with drops + divert Air attention towards drops. That mentioned, it is much harder today to play mixed unit type / map wide Armor than it was back then. It appears a lot of the old thinking revolved around heavy Air blobs and passive heavy Tanks. Which is both a bad approach, because you get weird dog vs. cat dynamics. Once the dog is out of the house, the cat may room freely, otherwise sitting and waiting for the dog to be gone. That narrative is still deeply engraved into the minds of many players. It is wrong.

I prefer to use swarm tactics (Tanks) vs. a group of sharks (heavy air). Swarms may not be able to bite the sharks effectively but they will easily overwhelm them with numbers and speed and snatch any food from the sharks. Both split Air and light tank centricity have proven to be the most effective and dynamic ways of playing. I alone have introduced the split heavy Air concept and perfected the LT based concept. Support is the only role where I have not invented anything new, the styles are generic and have been done before.

Positron wrote about the RTT nature so he did know more than most and some of his described approaches were legit, like sending unranked light Tanks to distant spots, snipe Inf with med Tanks and targeting infantry with HTs. That is where we both align. Armor should target infantry first and help the friendly Inf player get an advantage. He also wrote about the impact of well-timed decaps combined with proper firing pressure in place, given there is vision, that is something I also fully agree with.

I guess at that time the both the individual and collective macro awareness was simply low and that simultaneously kept individual logistics, positioning and formation emergence in place. Role excellence was pretty advanced already. It is a good example though, why role excellence is vital, much less today than it did back then or is simply less relevant in general. You do not win games with role excellence individually with a collective strategy on top. More so with individual macro awareness and individual logistics and positioning. You are way faster to react if all players engage in thinking and have autonomy to do what is most appropriate to the given situation.

4.2 Hometown

4.2.1 CP Priorities

Reading Maps is fairly simple when you are unbiased and not tainted by any historic information and/or are able to disregard group thinking (mostly emotions and lost ownership for individual thinking) equaling to not being influenced by group narrative. Overly homogenic groups require tons of social glue, that detaches individuals from facts and reality, while serving a collective identity and reality.

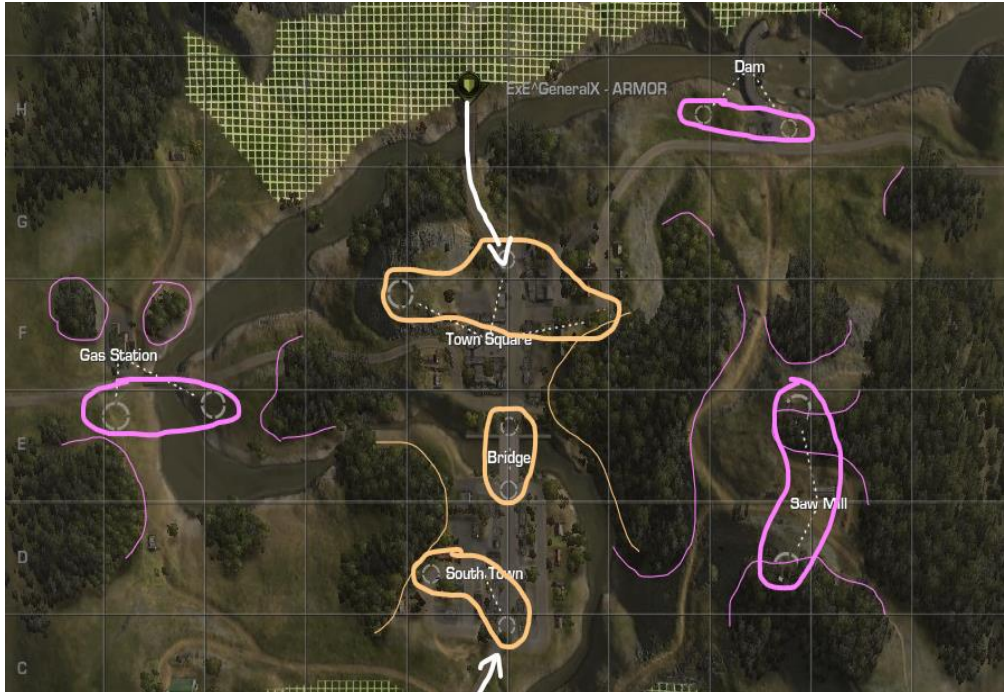


Figure 1: Hometown CP Priorities, main supply routes, key forests

Hometown is a mixed map, it contains pretty much everything, forests, open field areas, urban areas. There is water, there is elevation, bridges, etc.

The focal point on Hometown is very clear. The highest CP concentration and CP relatedness (where holding 1 CP greatly resonates with the ability to access another CP) is at the bridge. Underlined by the respective shortest way of the main spawning point to that central point of gravity in-between the spawns.

Overall, there is no such thing a right way, but there is some base framework to follow when you want to remain efficient and most effective with any decision you make / any action you take. And there is indeed something called “the wrong way”. When your macro is totally off.

Considering the terrain is something very basic and if both teams are aware of that, there is indeed a right way of doing things and a wrong way of doing things. With 2 noob teams it does not really matter, as the team that does the least nonsense usually gets ahead. That said, when both teams engage heavily at gas station, and one of them does that in a poorer way, then it may seem to the winning team like it is the shit and that gas station made the difference and gave it an edge on the macro scale. There is a lot of ambiguity regarding priorities, because there are countless hen vs. egg situations to consider. Even insignificant moves or wrong priorities can lead to successes under certain circumstances. To illustrate that better, just consider 2 professional chess players playing a game, and then consider 1 professional and 1 rookie playing it or even 2 rookies playing the game. Every setup has it's own laws of nature resulting in a unique contextual framework than may not apply to any different setup. Obviously, the pro vs. pro setup is the most supreme setup with is downward compatible as they are able to adjust to rookies, while rookie do not even grasp what the pros are doing. In a pro vs. rookie scenario the rookie may steal some shots from the pro, due to the fact that he is absolutely clueless and has no reasonable predictability, unlike a pro would have. The rookie has also no clear style or identity so it can be harder to grasp his way of doing things in real time. WIC is chess on steroids because it is not simply a purely logical, round based 1v1 thing like chess but much more than that, everything happens in real time and has life consequences. It is very hard to assess priorities too as you need to see individuals as chess figures you leverage on the macro level. That systemic approach rarely is applied by both sides or even by multiple players, since it is incredibly hard to not only see past your own egoistic point of view, but also incredibly hard to disregard tons of other individual units that may or may not affect each other at some point in the future. Micro heavy players with

tunnel vision may find a lot of macro-motivated moves dumb or inappropriate. The main difference is that macro players see where micro players come from, while that is close to impossible for the micro players to be upward compatible.

Any claim that 4v4 is some kind of supreme Setup is complete nonsense as well, it just appears more comparable on individual level, while being completely off on systemic level. As being able to handle more known and unknown variables at any point in time is much more challenging. 4v4s and 5v5s have a predominantly high inclination to compare micro capabilities of individual players. "I won the Armor fight, I have the higher score, type of thinking". And ironically players who see themselves as elites in 5v5 or any other lower player count setup, tend to confuse purely logical, bean counter approaches (which are often useful in selected use cases) with their capabilities across the entire spectrum of competitive fields in Wic.

Some even claim that 1v1 are supreme, which is even more off than claiming 4v4 are the shit.

Coming back to Hometown I marked the macro heavy areas that pierce deep into hostile territory and are vision bridges between central CPs. It all depends about who controls those areas and how well the benefitting team is able to exploit it's advantage to get more CPs aligning with those vision bridges. Spawn proximity is equally essential to consider when picking your approach or following through with it. Spawn proximity is mostly relevant for slow ground units like infantry. Less important but still significant for both Armor and Support as they need to match their actions and are punished badly for failing to do that. When they have to pass a lot of space to realign it becomes even messier for them. I would say from skill perspective it is much harder for Armor and Support to deal with Spawn distant spots than it is for Inf. The ability to spread your units, be somewhat independent, being able to use blend with the forests and buildings and overall having a slower moving speed is more forgiving than having highly dependent units that can move very quickly and get destroyed easily. From macro perspective the easy thing to do is to run your Inf and conquer most crucial, spawn near areas that also act as vision bridges to central CP complexes. Armor and Support should enable and follow that lead and be present to use the bridges and eventually convert that into domination. Air does too provide vision bridges, but they are temporary and highly volatile, so there is a big inefficiency coming from relying on Air to provide lasting vision bridges. Air is also highly vulnerable and also dependent on other roles, but it can have quick presence if needed because it is simply a fast-moving role.

Urban buildings stretch into critical territory as well and equally provide orientation when it comes to map priorities on the macro scale. However, the Inf is very exposed and openly visible to hostile players, resulting in magical attraction of aggression.

Most Inf players try to build the Inf network by throwing darts at the target, but this system is not ideal for an all-weather approach that I prefer to use for Inf. They use trucks, send Inf to various spots and try to mainly battle hostile Inf players by spamming them with TA dropped infantry and having some RF point Inf in selected spots. They are very keen on holding any wood on the map and heavily rely on TA feed to accomplish that. The approach works but in the majority of cases it is very stiff, slow and has high chances of failing just as you need some time to lock your target and need to deliver it appropriately while having people pushing you from all sides. Under ideal circumstances it does work, but again it fails very often too.

My approach for Inf is to flood key areas with infantry units. Meaning you build up a wave of units and hit hard and fast in key areas, overwhelming the average forest sitters as they are too spread out to properly defend themselves. Equally that type of Inf play not only provides the vision bridges to the team, but also uses those milestones to advance even further. Idle / stationary forest infantry gets shredded pretty fast as well, so you have to be moving anyway. The typical forest sitter would use routes to move in forests, but you need to advance with the RF point units while having some TA dropped Inf in vision bridge spots, thinning out all defensive units in the rear while building up offensive Inf waves upfront. The usual forest sitter would build up and hold the defensive network and wait for hostile Inf drops to arrive and snipe them with his drop arties.

Those waves can be maintained by having, not only shorter supply routes due to spawn proximity but also due to high flexibility between various hiding spots. Forests, CPs and buildings are deeply integrated in key areas allowing moving infantry players endless options and a high degree of flexibility.

After a brief infantry briefing now back to Armor. Armor works in the same fashion because it relies on those vision bridges and can both enable offensive Inf and benefit from it. More details illustrated in the flow chart, where you clearly see how the main dependency between Inf and Armor aligns when it comes to moving the domination bar. Add the mentioned map layer to that, and there you have a macro concept.

Factual CP priorities for any role from USA perspective:

1. Townsquare, Dam, Bridge
2. South Town, Sawmill
3. Gas Station

A basic Armor play would be sending 1 LT to Dam, 3 LTs + 1 HT to town, later 2 LTs to gas station. Keep gas station presence but do not overcommit, as it is mostly a dead end for both sides. When you hold it, defend it and when you don't try to grind it down. But do not build any blobs there. Given that both teams are pro teams and not some rookies, who fill blob at gas station, use med Air blobs and fight with carpet bombs over a mainly insignificant CP. Engaging at gas station, implies the need to pass long supply routes, amplyfying the risk of collective failure and insufficient alignment between individuals. On top of that there is no significant vision advantage to gain from overcommitting to that CP, as that sideway, riverbank entry into town square is difficult to pull off and you are greatly overextended there from USSR perspective, raising the risk to get wiped from pushing there. Same goes for USA when they try to push past gas station to increase lateral South Town pressure.

There are no fruits hanging past gas station for both sides. Except one little fruit for USSR side. The chokepoint exploit, which can be reinforced by cutting off the riverbank route to have an option when it comes to keep presence in the central area. When that option is cut, USSR team will be inevitably pulled into a vortex of action, where all their units see where they need to go and that is the macro priority town square. While USA team will be forced to push all units through the chokepoint. Ironically, the supply option for USA team provides more macro-options to choose from for USSR teams, so USSR rookies not only fail to read and understand the map in advance but as well fail to see the priorities throughout the game. One option less provides the USSR team with a clearer direction and when they start doing what they should have been doing from the start, they feel like gas station made the difference. In fact, you can exploit the chokepoint even without gas station. It all boils down to the narrative that gas station is anyhow overly important as a CP, so it can feel like a self-fulfilling prophecy when noobs push for gas station first.

Similar choke point tactics do not work for gas station if USA were to attempt that, because a there is no USSR spawn chokepoint and b it would force USSR to go where their chances of success are highest while it would exhaust USA team quickly by trying to lock in USSR as spawn distance increases for USA and decreases for USSR.

More advanced Armor player may mix more MTs into their unit blend and help with Infantry in the forests around bridge and at town square. Defending town is the best choice or even pushing for bridge, Sawmill and south town. That is where your primary commitment should be and equally your focal point of unit presence.

Key Map characteristics are that all ground units can move laterally and reach most of the CPs with mostly direct routes, as long as you manage to cross the choke point bridge. You need units able to pass the chokepoint quickly. USA side is predominantly Armor driven as it has fantastic Armor spots and allows both Support and Armor to move freely, allowing proper alignment and teamplay. When you have poor land connections and/or lots of obstacles in your native area of movement, both Armor and Support are real pain to play. The Spawn area is very bad, as you have little to no flexibility between where you spawn and where you can go from there. The recommended way to play Inf on this side is to defend town square and/or push into the big wood between town square and Sawmill. Simply following the given priorities as they apply for both Inf and Armor.

Some 2 pointer CPs are easier to hold than one 3 pointer CP and decapturing one 3 pointer is obviously more effective than decapturing one 2 pointer. 3 pointers are real pain, particularly those with lots of buildings and narrow passages in-between like USA side has. Seaside's 3 pointer is entirely different and much easier to manage. A lot of alignment is required to hold the control over the 3 pointer or recap it. While close to no such effort is required to decap it. USA team can easily be kicked off balance by USSR decapturing the 3 pointer. As they must concentrate their units back into town more or spawn new units and force them through the chokepoint. Such a high unit density and building density combined with a chokepoint is a formal invitation for nukes and big TA strikes. So same for USA team, there is only one way and that is forward. When you start defending for no reason or meddle with gas station too much, a pro team will crush your team easily.

Factual CP priorities for any role from USSR perspective:

1. South Town, Sawmill, Bridge
2. Town Square, Dam
3. Gas Station

Never send HTs to gas station unless you are confident not to lose them repeatedly (overcommitting with most of your RF points to distant destinations is mostly a bad idea). 2 LTs to gas is total sufficient, given the long route you have to pass to reach it. Using LTs speed to rush forward when hostile Air is blobbing elsewhere,

release some AA oriented missiles and retreat is a good practice. That is even possible with poor Support, but problematic with Vision disadvantage. 1 LT to Sawmill and 1 HT and 1 LT to bridge. Consecutively I recommend to build up Armor pressure to bridge and Town Square from Sawmill. If you fail to push across the bridge into Town Square. If your Inf players build the vision bridge for you in the forest between Bridge and Sawmill and you help him with that, you will be able to benefit from that greatly as well as the entire team. Given you all understand the secondary importance of gas station.

More advanced players can use MTs to Support the Inf in that wood from the river bank between bridge and south town but also from the top, firing from the ridge at Sawmill. I recommend not to bother to move too much in that urban area close to bridge, as there are real bad tank spots for USSR and the buildings greatly hinder a consistent and wide line of fire to Town square. It is better to indirectly push USA team back through the enablement of friendly Inf and/ or through additional firing pressure from Sawmill to Town Square (not targeting Inf exclusively but also Tanks and AAs from the side). Threatening the US HT sniping spot as well as the MT sniping spots that would enable USA Inf and/or increase firing pressure to bridge and beyond.

Key Map characteristics are that you cannot! move your units freely, as there is the river and the south town forest hindering all movement, making it real hard to develop proper Armor and Support play. On top of that there are 2 tactical chokepoints and lots of weird urban space that restricts your movement by limiting your movement options. Those tight, limited spots, with lots of obstacles located in a flat area vs. an elevated area, give your really poor firing consistency and density with your Tanks. You must go through the bridge chokepoint and face hostile Tanks with much better positions. The positive is that the spawn is very flexible, as you can address various points on the map from any of your spawn points. Allowing a high degree of out of the box flexibility and where you can go to from your native spawn. There is no chokepoint either, but you pay for that badly with poor terrain and land connectivity. Which makes it a really interesting map. The USSR side is predominantly Inf driven as Inf has fantastic entry points to a lot of essential forests with excellent spawn proximity. You can build the Inf wave towards town, when you know how and your team mates know how to follow up / through on that. When you keep sitting defensively in the forests and wait for hostile Inf to do some 1v1, well you obviously missed the point. OPT Support can contribute to the momentum, by exploiting the Inf vision. I feel like Air has the lowest impact from USSR side because USA units are well spread and have one integrated area where they can thrive. While USA Air will have a much better time, because of countless of disintegrated areas on USSR side and poor tank spots, forcing inexperienced Armor players to sit idle and blob more at bridge or throw a lot of units to gas station. That increases the effectiveness of USA Air and USA support, you can guess the chain reaction coming from that. I believe it would be best if you swap USA and USSR sides on Hometown, the MT difference would make a difference.

Most maps are lightly imbalanced from one perspective or another and that is to create a more dynamic way of playing for overly dull domination mode. Farmland is one example for super lame front gaming, where again you do not need any macro understanding, do not need a lot of micro, are inclined to blob your units more and Pubstars can wipe entire teams with nukes or carpets. That's another loop, where you can see why pure domination Joes and front gamers are usually Pubstars who pool TA to one central point of failure and try to give it a dodge in terms of having to grow as a person and as a player. Underlined by the fanatic mm elitist proponents, who again reduce the complexity they have to navigate through by lowering the player count and pulling odds more to their preferred role vs. role micro instead of map wide macro. Adding that Assault, has a clear time funnel synchronizing all players and one area of focus, where big TA work as well but you are demanded much more from as an individual player in terms of RTT tactics.

4.2.2 Tank Spots

When it comes to tank spots it is important to mention that they must be practical and properly useable at any time in the game. Looking for hidden spots that may be ok but are pain to remember sucks away your efficiency and there is always a risk to lose your unit anyway, so do not bother too much with exotic spots. This role is hard enough without that. I marked the retreat bays in the usual way and highlighted HT spots in red, MT spots in orange and LT spots in light blue. You can also clearly see where you can build up tank formations and where you cannot. HT is a formation scarce map for rookies while some formations can be built if you are more experienced. The retreat bays are usually in non, urban areas with some kind of elevation in-between the bay and the line of action. I call them the multi-purpose edges; they are not shown in the following image but will be shown later. Those edges are your gateways to offensive action aka firing and equally your retreat gateway to take shelter and recover.

As you see even the tank spot colors clearly show the macro priorities. Your resource allocation and presence should always fall back to macro rather than doing random stuff.

I also added the disintegration lines that mess up your movement and inhibit the multilateral possibilities between Armor and Support greatly, making it harder and more punishing to play. While Support can act more independently particularly by profit from friendly Inf's vision, Armor has a harder time as it cannot overextend its units as well as Support can. On top of that it must ensure some kind of firing presence and therefore blob more than Support at bridge, which again is another hindering layer on top of the mentioned ones. Napalm strikes (in yellow) can help bridge the mentioned disintegration lines and make ground play more cohesive and natural, greatly improving moving flexibility, which you need to properly address priorities on the macro level. Disintegration lines are in your native zone and not in point of contact areas. Wide, flat and open areas, distant to CPs and spawns can be considered as equally challenging (require role peer alignment) as given hindrances.

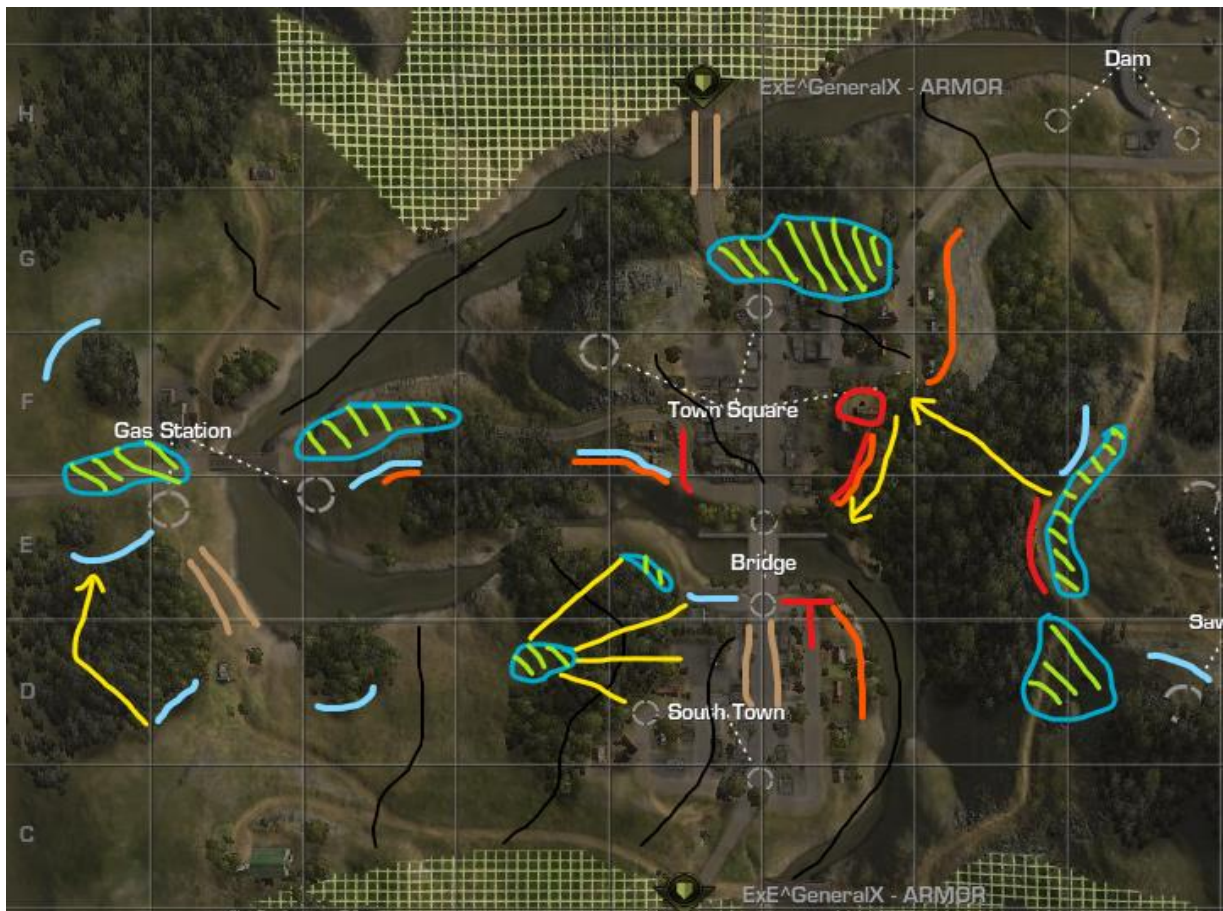


Figure J: Hometown tank spot, defensive bays, disintegration lines, integration paths, chokepoints

Working on secondary CPs does have benefits from macro perspective as well, when you manage to make your opponent overcommit to those areas and withdraw units from his key areas, your leverage can grow. But then you must push into the key area and make use of the chokepoint. Biggest leverage from USSR perspective. From a resource perspective, it makes sense for USSR to throttle the hostile unit supply repeatedly by blowing USA bridges in a well-timed way, while bridging native disintegration lines with napalm. Given USSR can generate enough TA for that. And at this point again, 4v4s are very limited in terms of TA generation and in their capability to cover the entire map with a bearable overextension risk, both individually and collectively.

4.2.3 Hometown Strategic Priorities

4.2.3.1 USSR Strategic Priority # 1

You need to have line-of-sight (los) and line of fire (lof) around bridge and keep that area covered with fire. Snipe hostile units that attempt to cap bridge and prevent them from fortifying with clusters and tankbusters. You do not need any bigger TA for that. Use cost efficient and small-area TA strikes for chokepoints like bridge or CPs in general. Hostile units always pile up on CPs at some point or another. Either side may have 1 HT max dedicated to cover bridge and 1 LT and 1 MT for either side. HTs should take out snipers in forests whenever they get a chance to, make that a priority. HTs have a long firing range and can easily reach distant snipers. Make sure you have missiles ready when the chance is there. Bridge area is mostly covered with passive fire, when you have los. The LT is mobile and basically should be reflecting hostile AA movement, looking for angles / windows / entry points to hit the AA with the missile. The MT should help with blobbed Inf in that central forest between Sawmill and Bridge. That is the most challenging part tactically. Feed the forests with Inf drops to provide and maintain vision dominance in that most crucial area.

4.2.3.2 USSR Strategic Priority #2

Ensure presence at Sawmill with 1 LT and possibly 1 HT. Fortify with the LT and add additional firing pressure to bridge with the HT. The HT can also damage that sitting USA HT, usually sitting at the edge at Town Square. You play the numbers card from USSR perspective, as USA cannot have 2 HTs around bridge. Rookies will still try double or triple HT with USA side, but they will get shredded easily by USSR Air, because that urban area is poorly integrated, disallowing Support to fend off USSR Air adequately. Fending off potential incoming units from Dam direction - You have two options that work best.

- A) If you want a hard defense, then advance beyond your comfort zone at Sawmill and have 1 forward LT to spot any incoming units early, then cover with your HTs reach and missile. Of course, you also have some vision drop there, ideally. So, you make use of the HTs reach to keep firing at the enemy for as long time as possible, which works pretty well when you have the right spot, from where you can cover the entire logistical route. Intercept hostile supply with forward units. Usually, the opponent's attention is somewhere else, while the units are transitioning. He does not expect you to intercept him and reacts too late. When you want to play the firing power card: I have not highlighted that spot above, just figure it out yourself.
- B) If you want a soft defense, make your opponent run into Sawmill, decap the first point and contest the second point (your native point). Let them run into empty areas and provide as little context as possible. Ideally work with vision to break those pushes with fire from distance. You can also reinforce your defense or a potential lack of tank presence with well-timed clusters to the decapped back point of Sawmill. Making your opponents overextend, by luring them into supposedly undefended areas is a valid approach that works fantastic. The hostile unit cohesion will become more and more brittle the further they are from their spawn. It will also force the opponents to dedicate more micro into that area and neglect other areas on the map. You indirectly create openings at Bridge or Gas Station. A hard defense does not provide such openings. And remember, the closer the opponent comes to your spawn, the easier it will become for you to outnumber him. Simply because of shorter routes and faster spawn intervals. Just make sure you keep at least an equilibrium in the vision sphere. It is pretty hard to pull-off a soft defense when the opponent has fed the forests with tons of drops. It is possible but you need an Air player for that, 1 or 2 APCs and lots of light arty. Usually you want your Air player to deal with more important issues, so make sure you have it under your control.

4.2.3.3 USSR Strategic Priority #3

Ensure unit presence (LTs only) at the indicated LT spots and even the chokepoint. Have a unit pool of 2 – 3 LTs ready to launch your missiles towards an overextended AA, hunt hidden AAs by approaching them and cap / decap the Gas Station whenever possible. Work with clusters to magnify your tank efficacy, same as described before. Most importantly, do not mess with HTs or MTs at Gas Station.

4.2.3.4 USSR Strategic Priority #4

Keep a healthy rotation of units between bridge, gas station and your spawn. Integrate, when necessary, with napalm, help at the central gas station forest with light arty (TA). The objective is to meet the tactical current needs but also ensure presence and unit quantity for a Town Square push. Once the door has been cracked open, you need to flood it, mainly from bridge side, then from Sawmill and only then from Gas Station. Gas Station being not mandatory for it to work. Bridge and Sawmill are mandatory when you play vs an even team.

4.2.3.5 USA Strategic Priority #1

Protect your native bridge and deny any hostile vision/presence in that area. Pass that chokepoint with as many units as possible in the quickest possible way.

4.2.3.6 USA Strategic Priority #2

Thrust a wedge between Sawmill and South Town and/or a wedge between South Town and Gas Station with vision and forest control. Push bridge and beyond. Incorporate more MTs into your setup at bridge. 1 HT at the ridge and some MTs to deal with both Inf in forests and all kinds of Armored vehicles. USA MTs are strong and versatile. You may get away with 1 HT and 2-3 MTs to ensure firing pressure and dominance, while using 2 LTs for distant caps. Bridge caps work well with MTs. Your tank spots are integrated while USSR tank spots are split in 2, make sure to leverage that decisive advantage.

The area around South Town is catchy for all kinds of Inf units. You can also thrust forward a direct, central vision wedge by infiltration the urban buildings between Bridge and South Town. You either have an Inf player on your side who helps you with the push (mostly not as there are too many Forest Dwellers / Midline Dancers around) or provide your own vision. Make sure you do it step by step, thrust vision to the target zone, roll in with Tanks, start fortifying, thrust vision further, follow up with Tanks. Make sure you have some Support. Air isn't needed.



Figure K: Hometown, piercing forward with vision wedges (green), following up with Tanks (red)

4.2.3.7 USA Strategic Priority #3

Do not open a Sawmill push through the Dam passage. Stick to your native integrated area and allocate your resources accordingly. You can even overcommit to Gas Station to lure the opposing team into doing the same. For you it is just much less decisive on the macro scale. You can even commit 1 HT to Gas Station and a few LTs. Establish a Soft defense there and collect some benefits to expand that second wedge deeper into enemy territory. Your defense at Gas Station does feed your main Initiative at Bridge and beyond. When you have the first edge in place you can go for South Town and Sawmill, so that second wedge is not a must but a good way of exhausting your opponent, diluting the resource allocation at bridge, making it harder for USSR maintain a decent unit rotation.

4.2.3.8 USA Strategic Priority #4

Keep vision around Dam and establish a hard defense to get your tick going as soon as you push further at bridge. Reserve 1 or 2 LTs for potential Sawmill openings. A soft defense would work too but it would be much less reactive, because your units would sit in the back, more distant to Sawmill.

4.3 Riviera

4.3.1 CP Priorities

Riviera is a mixed map, it has small forests, open field areas, some urban infrastructure and elevation. It is less obvious than Hometown as there are much more options to take. All the forests are purposefully located allowing various kinds of benefits in various situations. They are evenly distributed across the map and the moving routes for Armored ground units are pretty equal too. Also, contrary to Hometown, there are 3 routes to choose from when one side wants to address the 3 key central CPs. Hometown has just 1 main route, while you can open another one between town square and Sawmill. On Riviera trucks are mostly redundant when it comes to transporting inf. All forests can be reached easily by any side. Secondary CPs are marked in pink and they are just the cherry on the top to controlling those forests and/or areas around them.



Figure 1: Riviera CP priorities, logistical routes, key forests, key vision spots

There are some spawn exclusive forests marked in mint, and most of the other useful drop spots are marked with lilac-colored dots. The lilac dots represent dual-use forests (CP vision + spawn vision). They allow you the highest degree of vision flexibility and equally provide the biggest vision leverage for the team. Looking at the map, the generic NATO strat would be pushing from windmill with Tanks, while pushing to farm with Inf and defending the forests around west town. For USSR side the generic strat would be to push the U-shaped forests with Inf and infest the urban side with AT inf. The Armor player defends farm and mansion and supports west town with fire and presence. The most direct leverage for any side is to play the spawn game. It is just much more punishing if USSR succeeds, because of the choke point. West town and Farm are the 2 most critical CPs to hold. They also can be used to force your opponent to overextend and hard counter him there going for the counterattack. Defending those native areas while pushing elsewhere is what you should do. Riviera is probably the most refined map. It is smaller than hometown being more and there is no river. In a sense it is easier to do the right macro moves on Riviera than it is on hometown. Riviera is less punishing, more versatile and smaller. While hometown is very big, very punishing and you have a clear axis of priorities but it is just not obvious to the most, so many end of flanking. Doing the flank works well on Riviera, as described before, but just make sure you go between the center and the flank, not just the secondary flank CP. On Hometown make sure you go to center first, while exerting moderate flank pressure for either offense or defense.

4.3.2 Tank Spots

CP priorities are much less obvious on riviera. You need to develop the focal point somewhere between wind mill and west town. Distributing your tank presence evenly between the 3 areas works best for USSR, while NATO additionally has the options to go for an all-in push through wind mill or even a both sided claw push through west town choke points and the wind mill. A pure wind mill push is also possible from USSR side but it would be less organic and harder to pull off, as the supply path from spawn to wind mill is more disintegrated than NATO's. NATO side is more Armor driven while USSR side is more Inf driven. A lot of the tank spots can be beneficial for either side, depending on how deep they decide to go into the field. In a 5v5 setup the most generic strategy for USSR would be double Inf to west town and spawn to lock in the choke point path near the spawn, fully leveraging the terrain. You have easy supply routes and lots of cover to run into the spawn. The disintegration for USSR Armor is no issue for USSR Inf, while on NATO side it is an issue for both. Big urban areas far away from your spawn like west town and church are an invitation not supposed to reject, because you can keep your units alive easily with less need to refill the gaps. Buildings are resilient and provide lot of options for Inf, while being bothersome to tank players.



Figure M: Riviera tank spots, defensive bays, disintegration lines, integration paths, chokepoints

Most generic strat for NATO would be double Armor because of better and more versatile tank spots and the MT superiority. Given there is a Support player able to adapt to that and you manage to develop a vision upper hand. USSR heavy Air has better and unhindered access to west town, which is a good entry point for an alternative double heavy Air strat.

Overall, Inf vision in that U shaped, central forest group is most important in a 4v4 setup. Any RF point Inf units are fatal to have there, as they would attract napalms and as a consequence deny any team the advantage of having that crucial vision arch. In higher player count games you need a broader flank to flank, spawn to spawn type of vision so you can reduce the drop density in the U forests and incorporate a few RF point units. Riviera is a great map with lots of options and possibilities. It is more punishing for NATO though, because a NATO favored ground push through wind mill takes more time and is less direct than a USSR driven Inf or Air driven chokepoint push. The disintegration between church and NATO spawn is too punishing if USSR plays it the right way. USSR does not need to change spawns with Armor and Support and can blend them much better than NATO can. NATO has

also that where to spawn conundrum, which is not only ambiguous and punishing but as well greatly restricts your unit flexibility / the ability to do efficient adjustments with your supply chains (logistics). Inf has 4 spawn options at NATO side, while a one-spawn option does the trick for USSR. Armor spawn options are pretty much the same for any side – a good condition to efficiently manage your resources throughout the game, without having to mess with spawn points. The tank spots are not as clearly distinguishable like on hometown. Depending where you chose to go you may use different forward tank spots. I marked the most usable spots and areas where to place your Tanks. Thin lines are representing USSR spots. Defensive bays may change depending on which side pushes to what place. As rule of thumb there must be good offensive tank spots in front of the defensive bay, that's how you know best where you have to eventually arrive with your Armored units. Most similar to the multi-purpose ridges, in this case you have multi-purpose hills. Initial USSR bays are marked in blue and NATO's in green. Disintegration lines in black and potential napalm spots to overcome given disintegrations better in yellow.

4.4 Xmas

4.4.1 Priorities

Xmas is a mixed map as well, but predominantly open field dominated. It is a very challenging map and to me on the same level as Riviera. The main axis is obviously between the two main spawns and everything revolves around West-Suburbs. USSR side has excellent spawn flexibility, it can literally reach all crucial spots from just two different spawn points. one spawn point would work as well, while US needs at least two different spawn points. On top of that USA has a bigger geographical disintegration between Farm and High School, High School and West-Suburb, High school and East-Suburb. USSR has two bridges, while USA has one bridge. The generic thing for USA side would be pushing West-Suburb and holding the area with both Armor and infantry. Then expanding to both zones 3 to create a tighter visual integration of both Farm and East-Suburb. That allows them to allocate their resources more efficiently and with better timing., between center and the flanks, somehow making logistics easier, despite the disintegrations and dual spawns. This map is a fantastic example that vision, logistics and presence do play out in the most direct way. Each side has a native unit pool area, zone 1 and zone 2.

Everything happens in those areas, creating unit pools for better readiness and flexibility to charge forward or to the side points. There are hardly any decent tank spots and you won't get to use those that exist much, because there are real time dynamic positioning battles happening.

Armor and Air focus solely on hostile Infantry. Buildings are very weak, so Inf cannot sit and wait the same way it can on Seaside. USA side is more Armor driven than Inf driven, as Inf has a really hard time to get into town. Inf is slow, vulnerable and has to pass that sole bridge chokepoint. Both USA Armor and Inf must push town first and then think about everything else.

When I look at the map, the second most obvious strategy for USA would be capturing Farm, then pushing to West-Suburb from the flank, while keeping the pressure to West-Suburb from High School. That gives USA a better chance to push even further to Drive-In and eventually spawn lock the USSR side in their most important spawning point. USA must advance counter clockwise to be most efficient, Tanks must be very fast, they must overcome the chokepoint and compensate for the spawn flexibility imbalance. USSR has slightly better strategic options, as it can not only occupy West-Suburb quicker, but as well has better access to East-Suburb. USSR Inf can almost run into USA spawn with full flexibility and no chokepoints in place. Xmas is a map very similar to Seaside, once you have the central CP, you must move beyond. Similarly, once you have the flanks you must move to the center. Both scenarios generate plenty of TA for each side to be able to push further.

When you do not do that and consolidate what you have for too long, it is over very quickly.

For USSR the most generic strat is to occupy and hold both suburbs. Defend the left-hand side zone 3 while pushing to zone 1 and beyond. Those side forest along the rivers are of utmost importance to both teams because, as mentioned, they give you better consecutive access to the flank CPs. That access is bidirectional, you can push from center to flanks with that vision and from flanks to center. You will also better understand how to distribute your resources between the center and the flanks better when you see what happens in-between.

USSR would do extremely well with double Air, while double Inf would work okayish for USA (pushing both suburbs). Double Air with USA would work well too, it is more of a necessity than an option. Air will have a great time on this map, there are lots of empty areas that allow maneuvering and evading, while the buildings are really weak and the forests are fragmented and small. Usually, dense compact areas of forests or urban settings are hard to navigate for air, there is lots of vision and many places to hide for hostile AA, while making it easier to navigate because of the tight integration.

Lastly it really depends on what strat your opponent choses. I would go for double Air West-Suburb rush paired with Armor and Inf from USA perspective (5v5 setting). Given the Armor player is competent and has decent

Support, so it is an all-in strat. From USSR perspective both double Air or double Armor would be fitting, double Inf would be a bit too much, given the brittle nature of buildings.

Heavy Air has an overwhelming impact on this map because it cracks the buildings like popcorn and the infantry in buildings is much easier to destroy than Inf in forests. Air should mostly disregard Armored units and go for Inf only. Hostile Armored units would overextend, blob more than they are comfortable (because of shrinking vision) and get hammered hard by any unit nearby. Role wise it is a superbly balanced map, while strategy wise it is very dynamic with lots of different options to choose from

Another bridge between High School and West-Suburb would be great or one between Farm, High School and West-Suburb, right after the delta, so there is another access point from Farm.

USA side should utilize much more MTs and leverage their speed, because USSR side will have more HTs and some LTs.



Figure N: Xmas CP priorities, logistical routes, key forests, vision spots, tank spots, tank battle zones

Figure N: The blueish zones are no defensive bays this time but rather zones of active positioning. There are a couple of defensive bays along the river behind zone 1 and the right-hand side zone 3. But both are not well suited for that purpose, since backing off with your back towards the river in zone 1 is something you do not want to do, you must push forward and expand your entry zone to enable a secure and continuous flow of units into WSU, while reducing hostile vision to your chokepoint. The right-hand side bay is pretty exposed vs. enemy Air and usually you do not have a lot of ground units there, just 1 HT, MT and maybe 1 LT to scare hostile AA out of the shelter.

The thin white lines are secondary supply routes / transport routes that can be utilized if battles between the zones get more dynamic. Particularly important for zone 1.

The lilac dots indicate multi-use forests that can provide vision to nearby CPs, to the enemy spawn or vision to hostile supply routes. Sometimes serving 3 purposes with well placed Inf drop. Any other unit type is not suited for that purpose, because they shoot and reveal themselves instantly. Some drops may be beneficial to see enemy Air's movement patterns, but that is a secondary objective, most importantly you must ensure you understand the

entire resource allocation on the ground. Air can not cap CPs and blobbed Air will be too slow to compensate for your integral understanding of their ground resource distribution and your team's collective awareness and efficiency that comes with that.

4.5 Canal

4.5.1 Priorities

Canal is a mixed map as well; crucial CPs are mostly determined by urban warfare and some open field and forest action. Air and Armor have some open field to navigate at the flanks. Canal struggles with offensive Armor play. The map is quite big, with a few decisive disintegration lines apart from the canal itself. It is hard to maneuver your Tanks through all tight streets and bridges. In presence terms, Armor must either defend or rush forward to hostile CPs, there is not much in-between. The key area around Marketplace and Church is dominated by Inf, Support and Air, there is not much to do for Armor because you are limited by both sided urban areas and the canal itself.



Figure O: Canal CP priorities, logistical routes, key forests, vision spots, tank spots, disintegration lines, Air zones

You cannot establish proper firing reach or density there. You can try to contribute something with med Tanks, but again you are better off with HTs defending main street and LTs charging forward, across the canal when needed. MTs play out well for NATO side behind that long forest between Mansion and Farm. You may also incorporate some MTs to Main Street as NATO so loosen up stationary hostile HTs and get them moving. Main Street is like Farmland bridge, when you cap it, you overextend and the opponent can recap it, then he overextends and so forth. So, you need some kind of defense there, but it can dynamic in nature or rock solid. It depends on the situation, but I believe it should more dynamic, where you address fewer units there and therefore have presence in the remaining 2 areas on the map. Because even if you have less resources at Main Street, the opponent will overextend and come closer to your spawn. Your supply line gets shorter while his gets longer, you equalize that defense disadvantage and have Armored presence where the opponent doesn't.

At some point you will have to move to church and it will be painful to move your 3 or 4 star HTs there, with which you kept your rock solid defense active. There is lots of blobbing around Main Street happening and players will pile up at the CP to get TA, so cheap TA work very well there, lowering the need for rock solid defense. If your defense is too solid and overwhelmingly dominant, you might also encourage your opponent to just nuke you and that will put NATO into a disadvantageous position. NATO side has a more flexible spawn than USSR, but the supply routes are slightly longer and there is a disintegration line going through marketplace, making it real hard to keep that flexibility when addressing multiple CPs in a post-nuke scenario.

Such a scenario is easier to deal with from USSR side. USSR side must use 2 different spawns while NATO does okay with just 1 spawn.

NATO has also a massive Inf advantage because of not only just having to deal with 1 spawn, but also can dominate 2.5 of the most central CPs off the bat, vs. 1.5 CPs for USSR Inf. USSR Inf must push to Marketplace and Farm. Never push those distant, useless forests behind farm. The Forest-CP proximity is too low, so even if you hold the forests, you will not be able to convert that into an effective domination advantage quickly, NATO can resupply Farm with ground units quicker than you can resupply those distant forests. On top of that there is a big Air dominated area marked in magenta, your Inf will get bashed by decent Air there, because usually there isn't much to do for NATO Air. Deny Main Street caps / prevent fortification with 2 heavy choppers and clean Inf in forests, that is all there is to NATO Air. Noting Air has lots of moving space on both sides. USSR Air can mess at Farm and Main Street, while also cleaning the forests around Mansion and in the friendly spawn. Medium Air does play out well too in the areas around the 2 bridges, it can provide better vision and Air defense in open fields, while also inhibiting free Heavy Air movement between Mansion and Farm.

Canal is a mainly Inf and Air driven map, the role balance is worse than on Xmas. Playing Inf, do not use any trucks for transport, they have even worse maneuverability than heavy Tanks. All Inf shelters are tightly integrated and require no trucks, you can advance from shelter to shelter and organically expand collective vision and firing power. Place ATs at the ends of the white transport routes to take control of the ground unit flow and presence in those overextended and frequently visited choke point areas. Fill the gaps in-between with reg Inf. Then focus on the multi-use vision spots and also go for spawn vision. 1 Sniper at Farm is plenty, but you can make inexperienced Inf players overcommit to those useless back forests by committing yourself more than necessary. Given you have the remaining macro priorities in place. Luring hostile Inf into those forests is very smart.

USSR Inf should instead go all-in into the central area, as mentioned before. Spawn locking NATO is much easier too, so pushing Marketplace is just natural from USSR perspective. You get so control all hostile supply routes, that triangle shaped wood is big and really hard to clean for NATO. USSR needs some light pressure to Farm as well.

Feel free to experiment with napalms to increase map integration and spawn flexibility or even open alternative supply routes.

4.5.2 Dos and don'ts

See below where the focal point of the map is. You should dedicate most of your resources to that area where the two white lines are crossing. You should be operating inside the triangle or very close around the triangle, but the objective must always be to control that key area. You have to work your way from outside to the inside with heavy air. Armor has 3 choke points to choose, when it is about to a ground initiative. Inf has mainly two central bridges that it can use to get into opposing urban area. Most effective when Air gives some cover to the troops crossing the bridges. It must happen quickly and without Inf using trucks. Trucks are like weak buildings on Xmas but even worse. They pop very quickly with the Inf inside. A spread, open field Inf squad is much more resilient. It can quickly run to location, is not blobbed when it exists the truck and allows better maneuverability. It needs the shelter anyway more than anything else. This map is small enough, the spawns are close enough to the central area of action and integrated enough to run your Inf from shelter to shelter. On top of that there is a clear focal point, that allows you to be flexible with where you go with your Inf in that area, maximizing efficiency with of resources. Whatever you do, do not deviate too much from that area. Encountering hard ground resistance, you can use some APCs with ATs inside to increase instant firing power, enhance maneuverability, firing versatility (APCs can shoot forest Inf and they can shoot in general, while trucks do nothing) and of course have a more resilient Armored unit carrying the crucial Inf that can also use smoke. The tactical options are way better with selected APCs in use and you can exert a more direct Unit Type leverage with a Numbers leverage. There are a couple of good MT spots for Armor, but Inf is well protected still, since those spots are really hard to utilize, particularly with USSR MTs.



Figure P: Canal focal point, main spawn points, map segmentation, chokepoints

Canal is a cool map, just mostly played in a wrong way. Both sides are predominantly Inf driven, with Air helping to increase the pressure around the triangle.

Utilizing the map's full potential requires 8v8 setup games. Macro understanding works for any setup you play. In lower player count games, it helps you be more efficient than your opponent, while in higher player count games it helps you to be more effective at directing a lot of resources.

4.6 Vineyard

4.6.1 Priorities

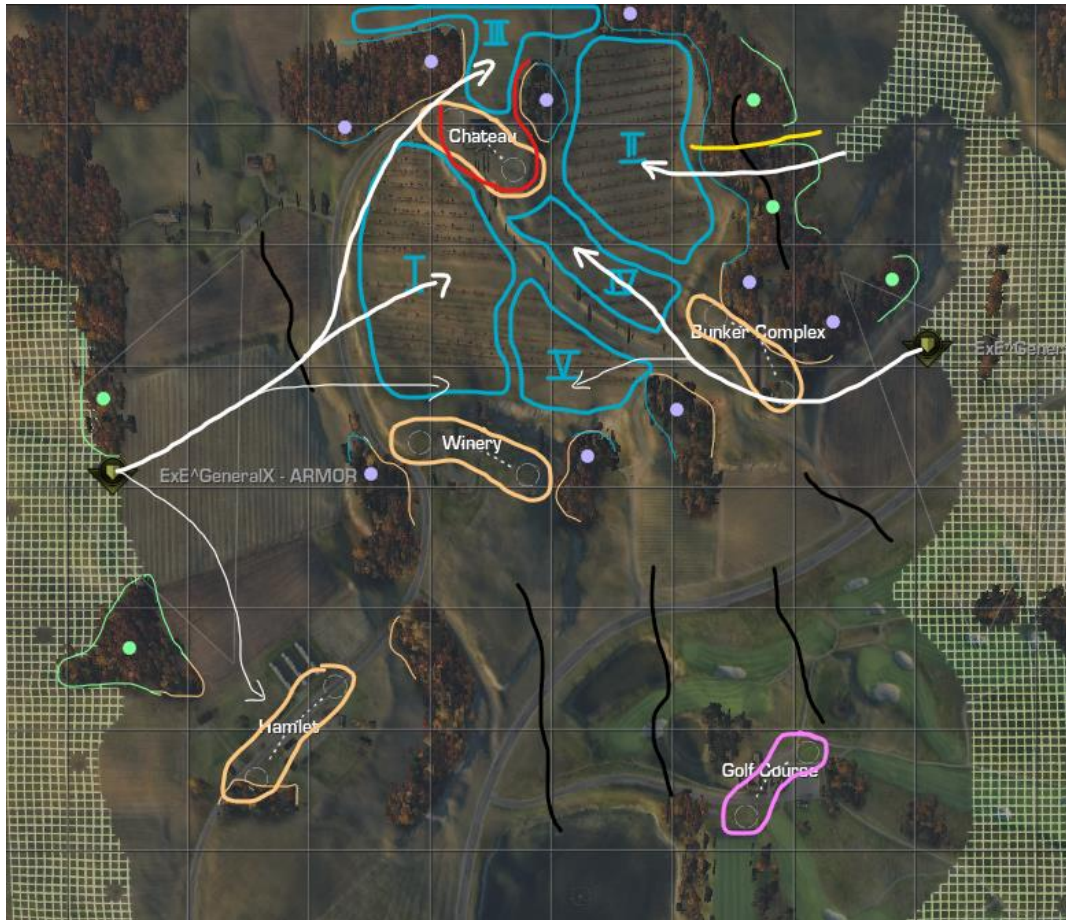


Figure Q: Vineyard CP priorities, supply routes, key forests, vision spots, tank spots, Armor battles zones, disintegration lines, integration path

Vineyard is an open field map with a few forests and no urban infrastructure. It is not Inf driven at all. While you need Inf for vision drops across the map, you don't need any ATs or Regs. Forests will get burnt when they carry fire-capable Inf. You want those forests to remain to maintain vision, once again to see what is happening in terms of resource allocation. Do some caps, do some forts, throw 2 or 3 regs into the mix and move them to native forests around Hamlet or Chateau and get medium choppers with the remaining RF points. Vineyard is heavily Air driven because the key zones of action are far away from both spawn points and both Armor and Support require good positioning and timing capabilities as well as a good portion of role excellence. Once you have heavy units upfront, it is better to keep them alive. Those central bluish areas are not only far from the spawns but also are open field areas with nothing around. There is that ridge between Chateau and Bunker-Complex and some diverse terrain above Chateau. Chateau itself is good CP, it has a building, some forests and is the most important CP on Vineyard. Inf has no grip over it, it's purely defended and contested by Armor and Support with Air trying to pick them apart. Vineyard is a fantastic map to learn open field positioning but equally punishing if you do not know how to do it. The map itself is divided into two parts. One area of action on the hill and one super-open field dead zone. There are roughly four consecutive disintegration lines allowing no active ground battles. Air would pick any initiative apart very quickly, there is no surrounding ground vision and vast areas of land to cover. Holding the Chateau hill gives either side access to push further towards the opposing side. NATO side has longer supply routes but it can access the full left-hand side of the hill with just 1 route. The ground control for NATO side stretches vertically from Chateau to Winery, while for USSR it stretches from Chateau to Bunker Complex. USSR has two spawns, meaning less common alignment and more ambiguities to deal with. USSR cannot be pinned into the spawn that easily; it has a big wood there which is a strong line of defense. NATO's route is predictable and attracts a lot of TA strikes that do mess the team up early, creating opening for USSR at the Chateau (USSR has shorter routes too, once it has burnt that forest in yellow). NATO's ground control should start with zone 1 and zone 3 while USSR's with zone 4 and zone 2. NATO must push zone 4 later and suppress zone 2, while defending zone 3. USSR must hold zone 2 and 4, while pushing to

zone 1 and zone 5. Zone 5 is of little use to NATO, but provides an entry point for USSR towards Winery, and helps to maintain zone 1 dominance. Lots of good back and forth dynamics happen, one side overextends then the other sides shorter supply routes may play out better.

Even if the map is Air driven the Armor / Support ground play can break the strongest Air players. Numbers do matter on this map. Once one side has established full hill dominance it becomes really hard to push back for the opposing side. Even big strikes may fail to accomplish that, because the CP density is so low and the ground combat area is so big, oddly shaped and elevated. Active, destructive TA usage is most welcome. One well-placed carpet bomb may be a game changer. Just be careful if you waste too many TA for no effect, or even fail to make use of the opening it created. Make sure you have presence to fully leverage any TA based openings immediately.

4.7 Silo

4.7.1 Priorities

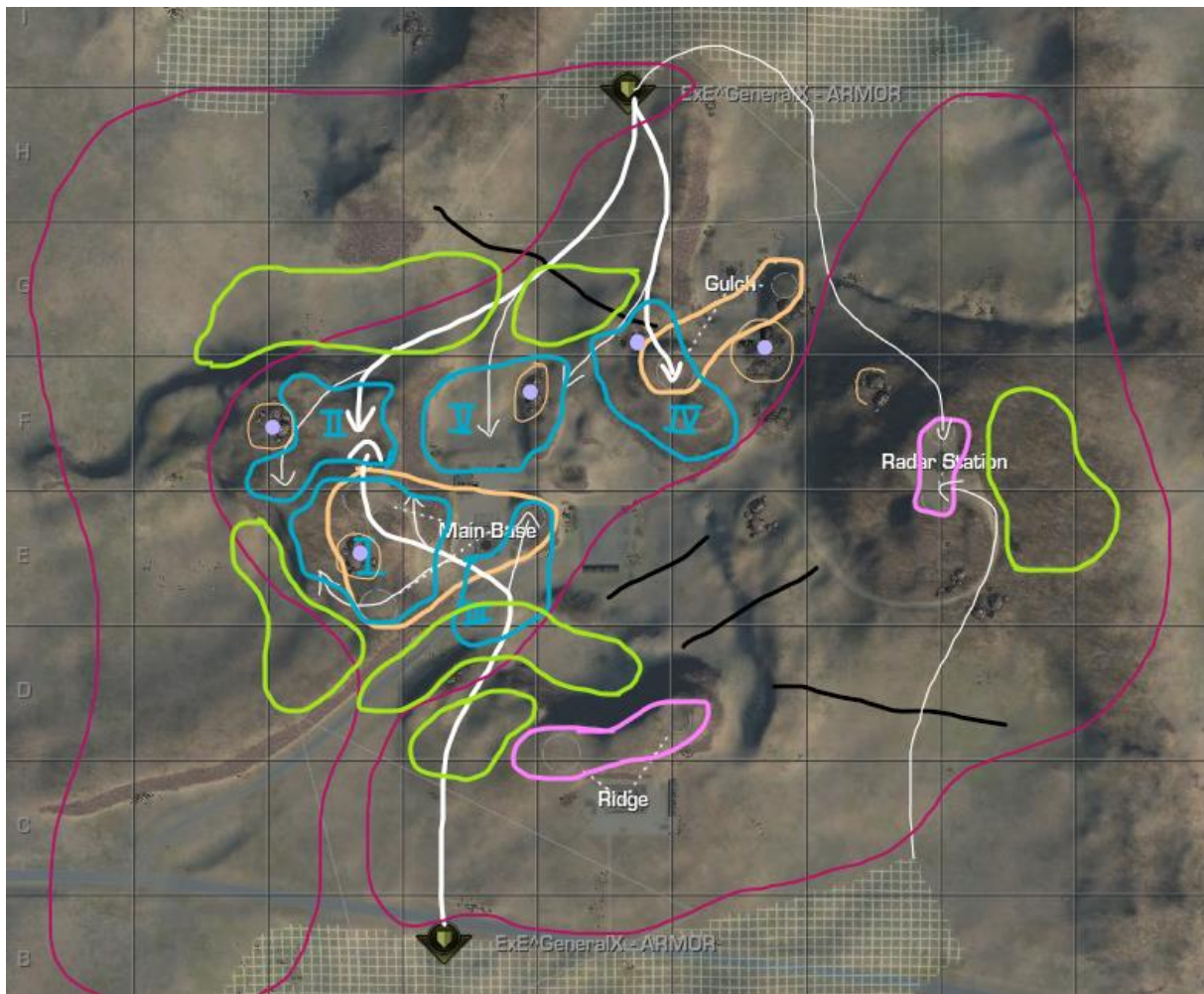


Figure R: Silo CP priorities, supply routes, vision spots, Armor battle zones, unit pools (buffer zones), disintegration lines, Air zones

Silo is very similar to Vineyard an open field map, just without forests and better Armor spots with more diverse elevations and ridges. Another difference is that Vineyard is basically split in two parts, while Silo has a clear area of action in the middle of the map. Air just circles around that area of action. In terms of Armor play it resembles Vineyard with Main Base being the Chateau equivalent. There are also 5 Armor heavy zones. The key difference in ground play is that you have defensive bays (greenish) available on Silo for Support and partially for Armor. Vineyard however, requires more in-depth blending with Armor and Support. There is the spawn and the destination zone on Vineyard, while on Silo you have really useful defensive bays available, which need to be maintained and utilized to be more successful in the Armor heavy blueish zones. You maintain readiness inside the defensive bays, you stack your units, repair your damaged units and redistribute / reassign fresh units. You find cover from the action in the blue zones with our units.

All the action happens around Main-Base and generates a lot of TA. Enough TA to easily get hold of any of the three remaining CPs with clusters and drops only. Maybe 1 heavy Air strike or some A2As for support. A2As and medium Air are very decisive on this map. A2As are harder to utilize effectively due to the lack of ground vision, provided by Inf in forests. But once they hit, they provide massive edge, given the Air was blobbed. You can do open field Inf here and spam regs everywhere, it does help and it does work, but quite frustrating still. The stone buildings will get destroyed pretty fast.

There are dense disintegration lines between Radar Station and Ridge, so it is quite a similar condition to Vineyard. The spawns and the supply routes are well balanced. You may try some exotic ground pushes to Gulch or Ridge from the opposing side, but you will find yourself overextend quickly. Some yolo caps could work with light units.

Radar Station is much more important for USSR side because it can push further to Gulch and USA spawn from there. It is pretty much useless for USA though. Resulting in a nice battle of logistics and priorities between Radar Station and Main Base. And a battle of role excellence, positioning and TA utilization around Main Base. Radar station is important, but much less important than Main Base (pay attention to the wording).

My recommendation is using split heavy Air to disable any hostile logistical leverages (better resource allocation, better macro awareness) and wipe unit accumulations at Main Base with destructive TA.

Occasionally using some recons to maintain the vision advantage. In higher player count games one Air might remain blobbed still, and engage at Main Base. 3 Air players are required in an 8v8. Med Air units should be played split to provide map wide vision and scare off any overly protective and egoistic hostile heavy Air players. That map wide vision, ideally supplemented with open field Regs, gives you all you need to know the urgency priorities.

4.8 Mauer

4.8.1 Priorities

By now you should be able to evaluate map priorities, if you have read the previous interpretations. There is nothing new to Mauer, you can apply the same universal concept to dissect any map. Mauer's key characteristics

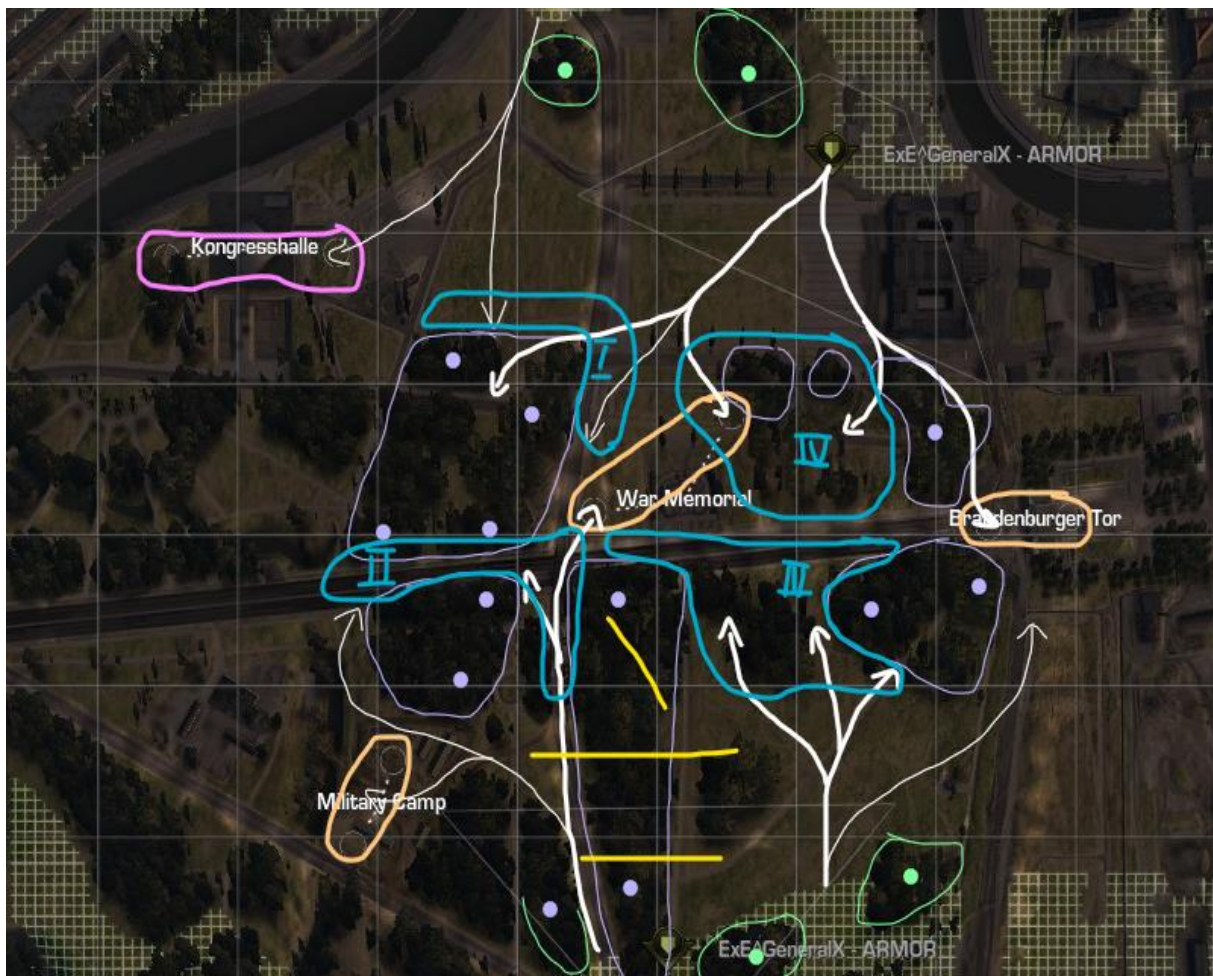


Figure 5: Mauer CP priorities, supply routes, key forests, vision spots, Armor battle zones, integration paths

are a nice blend of big forests that are mostly flat, paired with well-defined and challenging Armor battle zones. Easy accessibility without disintegration lines, the long forest can be integrated with the use of napalms.

It is a semi-mixed map consisting of large forests and open field areas. There is less roaming potential for Air. This map is both Armor and Inf driven. Both roles can initiate openings, but for my taste Armor has a better leverage to provide for Inf than the other way. Inf is crucial but a bit less important than map wide Armor presence. OPT Support has its limits on this map, hence the Air players do have a better leverage as well. The reason why OPT Support has limitations is that most of the action is happening in exposed positions and mostly it is a battle of Armor and Inf. High Inf saturation in forests and sharp Armor players make it hard. It can work still if you do some flank routing and true OPT Support can exert that style well, but there are simply too few options how to play and where to play. All major CPs are in the reach of the main battle zones and there are no ground elevations, the slightest vision window will get your AA shot. Under these circumstances OPT Support can advance with friendly HTs in tandem, but remember there is no way back. There are 3 big areas where Air can roam freely and access the main battle zones easily. As an Armor player make sure you use USA MTs mixed with HTs and target the Infantry (snipers) first, use recons and light arties (TA) to help your Inf dominate vision

4.9 Powerplant

4.9.1 Priorities

Powerplant is a forest map with both huge forests and vast open field areas. It is a hard to read map for rookies, most have absolutely no clue what they are talking about, that is why I am including this Inf map in this guide. Just like any other map you can play it in many different ways. What I will explain what is the most efficient and effective way to play it from macro perspective. In familiar fashion, I highlighted the most critical CPs in cream-orange and secondary CPs in pink. That is the base case that always works for either side. USSR must stretch a little more to get Power Plant while NATO must stretch more to get Crash Site, that is the both sided imbalances meant to create a more dynamic gaming experience by incentivizing flank rotation instead of front warfare. Both sides have to change spawns frequently or divide the team into two groups. First it may appear that NATO could pull off a one-size fits all spawn behind powerplant, but the PP itself has a lot of weird buildings and infrastructure that restricts unit flow, meaning NATO vehicles must choose one of the 2 spawns. Inf could use one spawn but the distance between that spawn and the 2 closest forests is long and Inf has to pass some chokepoints at PP too. USSR has better chances of getting away with 1 central spawn and I will explain that

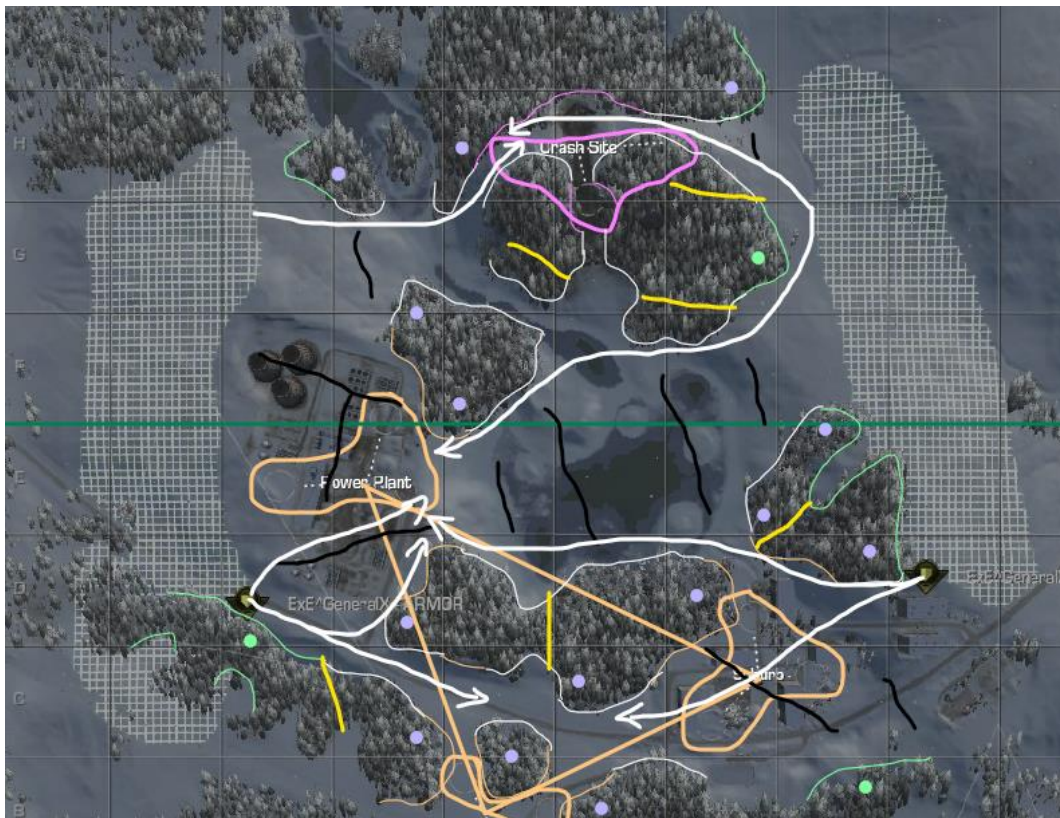


Figure T: Powerplant CP priorities, supply routes, key forests, vision spots, disintegration lines, integration paths, map focal point allocation

scenario later. Crucial forests are marked with different colors to illustrate the importance of vision spots and why they are important. Some provide CP vision (cream-orange), some provide spawn vision (greenish) and some provide route vision (white). Multi-purpose vision spots in lilac. The spot density overlaps with priorities.

4.9.2 Dos and Don't's

- Do not pick a primary strategy where you dedicate equal resource to each side
It will work better for USSR, but for NATO it is useless (Crash-Site is dead end CP)
- Dedicate most of your resources to the triangle
- Use the excess resources to maintain vision at Crash-Site and/or to maintain pressure / resistance
- Do not fall into the Inf trap of trying to outplay Inf, it is dumb, particularly on this map
(Overpower Inf with macro and numbers)
- Push to Train Station and beyond while keeping stalemate at Crash-Site

I have seen some mm rookies in Ponter's recent Pub review 12.2023 commit equal resources to both sides and do silly Inf battles, game remained stalemate for almost 20 minutes as the other team did the same. → players with bad macro

Feel free to experiment with napalms (yellow) to increase the connectedness of the map and make it less Inf heavy and more Armor /Support friendly. PP is Inf and Air driven, but you can soften it up, by creating better AA hideouts and higher moving flexibility at Crash Site or make the supply routes leaner and better connected on Train Station side. It is true USSR side is slightly more advantageous, but the team must really know it's business, otherwise it is an insignificant advantage. The Train Station side napalms favor USSR more than NATO. Same with Crash Site and USSR has a bigger native wood which is also an advantage. On top of that USSR has better spawn flexibility and more forward options than NATO. USSR can move from Crash Site to PP, while NATO would face a dead end there. So most important for NATO is pushing into Suburbs.

PP is well balanced map; one question is which of the 2 teams deviates from the triangle the most? That will determine who loses, given teams are equal. Alternatively speaking, which team manages to get the resource dedication ratio right between both sides. Crash Site is mainly considered a resource generator (TA) to provide for the other side. Keeping the ratio, dedicate most of your TA to Train Station side, while maintaining

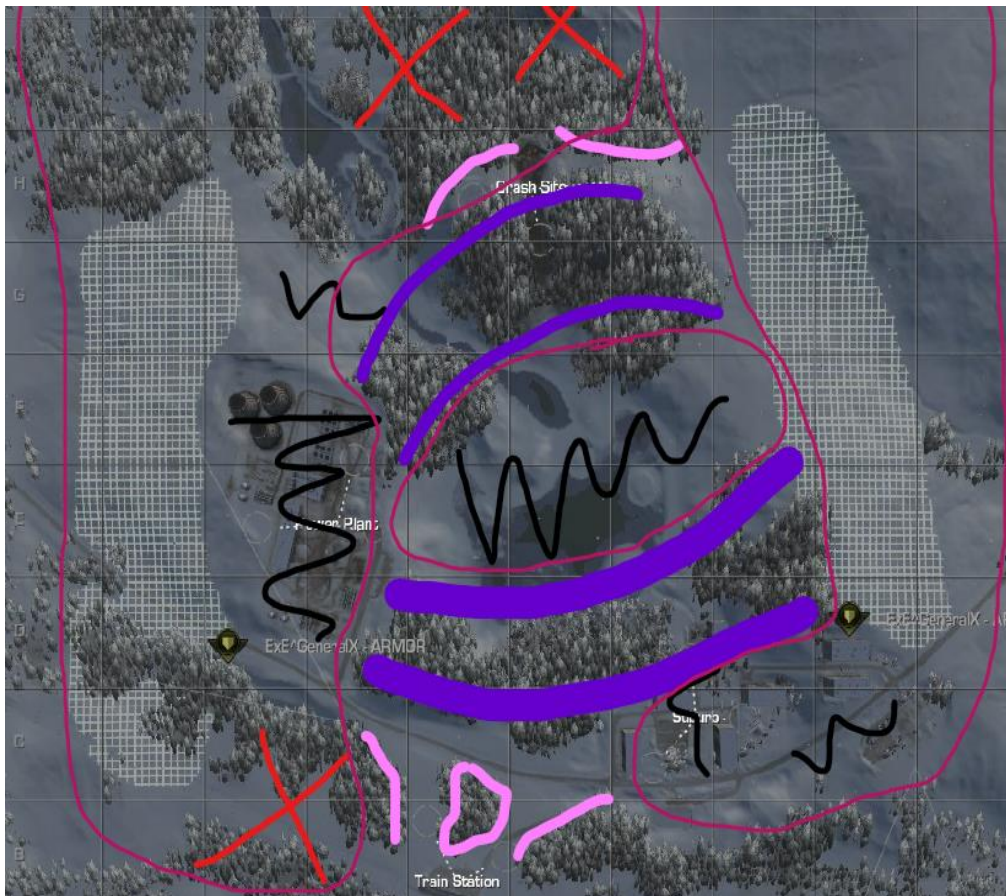


Figure U: Powerplant main Inf channels, secondary Inf spots, Inf no-go zones, Air zones, diintegration zones

survivability as Crash with minimal expenditure. So, there is a resource perspective too, particularly decisive with vision drops, light arties (TA) and cluster bombs. Some too easy initial caps at Crash Site might give you a super hard leverage on the other side with drops.

TA generation is really hard on this map, particularly for Inf. The Forest-CP distance is of utmost importance to consider, Inf sitting in distant forests cannot participate with caps and does not even contribute to any kind of direct CP related advantage.

Do not tryhard with sniper wars too much, just stay close to CPs so you can contribute more directly to the domination bar and/or respond more quickly to situations around CPs. The main Inf routes are marked in violet and some pink belts for fire-capable Inf. Those violet routes are between main logistical supply routes for vehicles. They not only include the most important vision spots, but also have the biggest CP relatedness for fire-capable Inf units. The traditional “fill the rear forests first” Inf play, is too resource heavy, too slow and too detached to the macro sphere (CP relatedness). At the end of the day, it is always the Air player that decides the Inf battle and provides vision leverage for proper macro resource management. Inf is just a hygiene factor. Air has an overwhelming edge on Powerplant (magenta colored open field zones), particularly when played split (fast and present).

Blobbed Air hardly makes any sense, since it is mainly about shaping the purple Inf routes to your advantage and not destroying random blobs of Tanks and AAs. You do not need blobbed Air for that. The map is designed in a way that lures rookie Air players into the zones of disintegration, where they can easily pick apart rouge units without vision and/or poor maneuverability. Aside from some TA feed, that is insignificant in the macro realm. And when you use your TA the wrong way (which is not hard on this map, lots of space, ambiguity, disintegrations, lack of vision, big distances, variety of options, etc.) you will not be able to convert those TA into domination that easily.

- It is much wiser to let those blobs run through distant (overextended) chokepoints and loosen them with heavy arty, then pick them apart with your air.
- You can also deprive them from vision (further contributing with split Air = friendly Inf dominance) and blob your Air again to wipe the blind, overextended blobs. While the blobs run long distances, the enemy lacks both resources and presence elsewhere. Make sure to keep them bound for as long as possible if they pose no immediate threat.
- You can also use uncapped CPs to your advantage, where the enemy blobs his units on CP rear and goes for the cap. Just make sure you see that coming and cluster the unit blobs in time. That helps to overcome map size and leverage the TA scarce environment. Put a sweet flower and let bees come to the flower, instead of trying to chase the bees one by one.

PP is a cool map for counterattacks, make your opponent think they are in charge, let them overextend overconfidently, wipe them with one of the tactics mentioned above and go all in for the counter. Usually there will be no resistance aside from the pioneering hostile blob inside enemy lines. Consistently filling long distances with units is pretty hard. Most players will have no continuous supply chain in place and there will be massive openings when you wipe the blobs upfront. Just be aware as an Air player that you must not be the Casanova and run after every opportunity you see to unload your ammunition depots. Be mystic and sometimes spank hard. You can achieve your Air objectives in many ways. Incorporate destructive TA like clusters, tankbusters, light arties into your presence blend and ensure native vision dominance. Hostile ground unit presence by itself is not the issue in most cases.

4.9.3 The Alternative

4.9.3.1 Both sided perspective

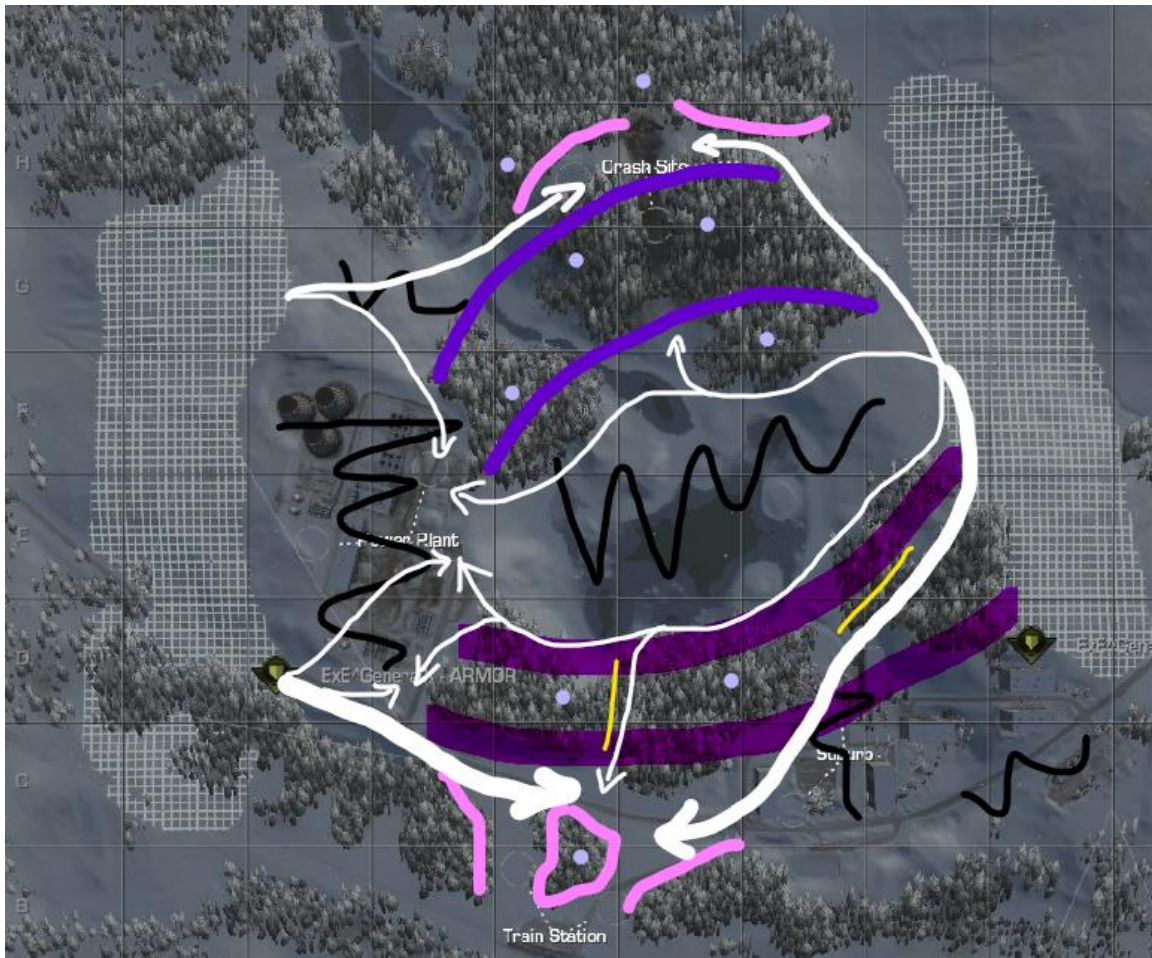


Figure V: Powerplant supply priorities, integration paths, scenario related vision spots, USSR related integration paths

Synchronizing dual spawns and still managing resources efficiently and effectively, based on what happens on macro level, is not easy. The most viable single spawn version is depicted above. It is best applicable for USSR side, because it can utilize 4 potential supply routes and even connect 2 of the 4 with napalm. There are no obstacles in-between, just a free flow of units and you can focus on the game, instead of switching spawns and having to think your way back into the game flow. Make sure you have no hostile spawn drops in your spawn and establish vision (lilac drops) around the main purple Inf channels that also provide route vision. Yes, your supply routes are longer, but they run along the main Inf channels, bridging the disintegration areas and fully exhausting the flexibility perspective for unit logistics. If NATO manages the resources the right way, it will push USSR back to Suburbs, but then they will overextend and risk getting counter attacked by USSR. USSR has good, runnable forest entry points in both sides too, while NATO's Inf will have a harder time to get into the main channels in violet. USSR should be easily able to lead with vision and then USSR ground vehicles will arrive and catch up just in time. NATO would have vision lead disadvantage and duel with dual spawns for ground units. But the supply routes would be shorter. There is no dead-end for USSR either, so that double direction push would work with 1 spawn.

4.9.4 NATO perspective

Keep Crash Site contested and defend that forest between Crash Site and PP, while going full force to Suburbs. Vision drops are defensive at Crash Site while offensive around Suburbs. That top drop at Crash Site is needed to spot enemy Air. NATO needs to Spawn Lock USSR and it can do it. PP is probably the King of all macro maps with Hometown being the Queen, but it is just overly punishing to rookies and hostile to Armor and Support. Tank spots are bad, in the key area and Crash Site is hard to navigate. But that is what makes such a wonderful macro map of PP, it is a pure battle of priorities, logistics and numbers. Role excellence is close to useless. It is not suited for pub games because Inf and Air are predominant, which is super punishing to rookies who like to play Armor / Support and leave the server easily.

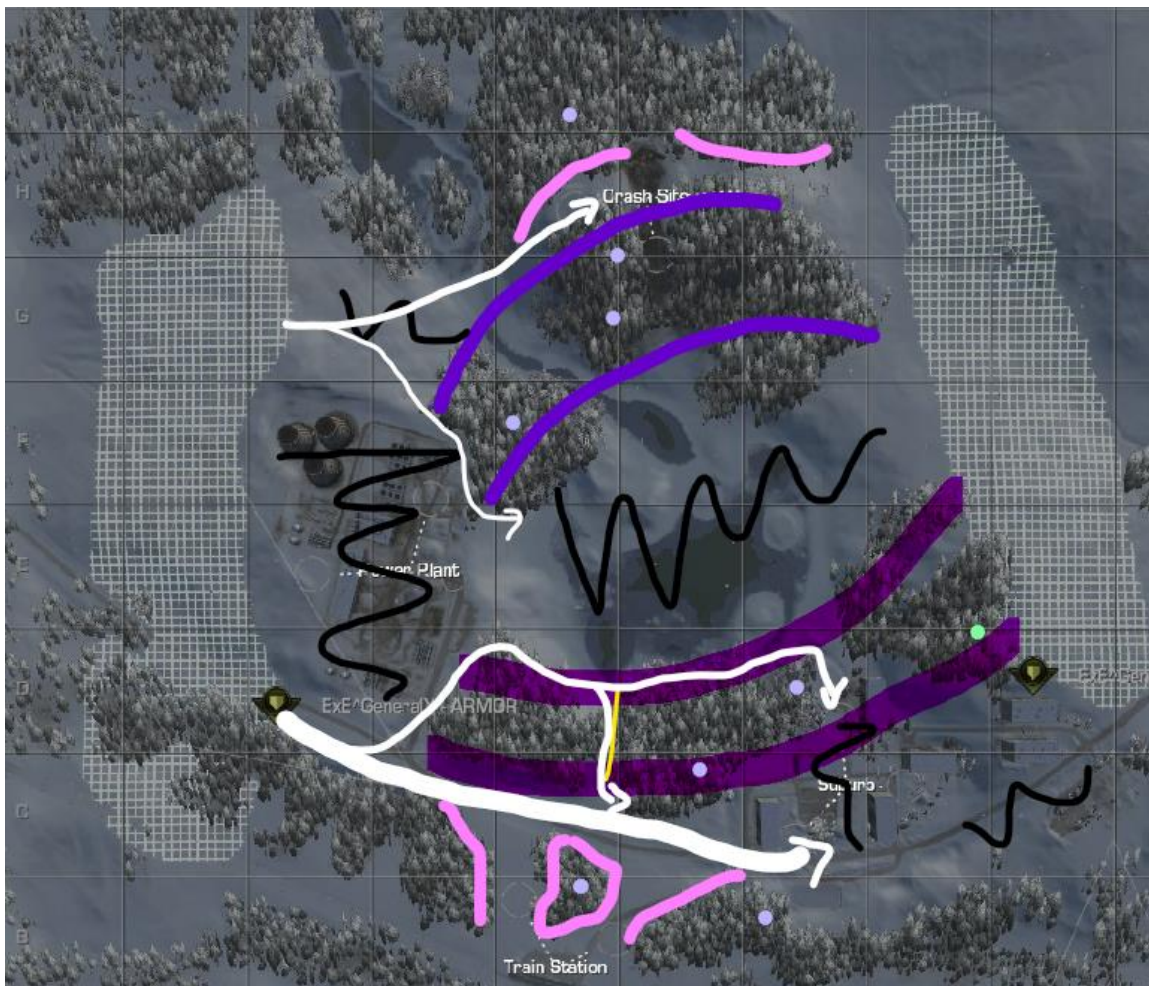


Figure W: Powerplant NATO supply priorities, generic macro approach related vision spots, NATO related integration path

Even the most seasoned mm players still have not understood this map. Often people choose a 50:50 approach on each side, then it becomes a stalemate fest and it all boils down to role excellence and with that a lead in TA generation. That is the rookie approach to this map and apparently it is propagated as a fundamental law by some. It has some validity to it, since at some point TA difference begins to manifest itself, if used properly.

The intensity of unnecessary commitment to secondary CPs, be it defensive commitment or offensive commitment determines how many TA the opposing side gets to generate off that commitment. It also determines how inefficient your team is in terms of resource management. You need to dedicate the majority of your resources to key areas.

Defending Crash Site too hard as USSR is dumb choice, better push harder for Train Station and PP instead. Equally pushing Crash Site too hard from NATO perspective is dumb choice, better push harder towards Suburbs instead. Better dedicate your defensive resources on defending PP hard, where USSR unit would be in

an overextended position and that will exhaust them really fast in terms of RF point resources and TA resources, while you have a short supply line and good defensive frame conditions for that. Deflecting the offense at the right time and decapturing or even capturing Crash Site in return is very smart from NATO perspective.

5. Urgency Macro: How to read games

5.1 Collective emotion (1)

You must develop some kind of sense for self-efficacy and feel the collective emotional vibes in real time. For that you must pay attention to your emotion - are you able to feed others by providing initiative or is it just a frustration spectacle and they still are frequently running into walls? Are your initiatives causing something or are they just evaporating as useless moves? Do those initiatives drive the domination bar or not? Only if you have experienced how it feels to be blended properly with the team, you will feel collective emotion and efficacy and be able to address that with what you do, when you do it and how you do it.

If your actions match the system's, you will feel some resonance from the system, after you have contributed with your initiatives and equally your initiatives will get amplified by the system. It is really hard to distinguish whether an individual gets carried by existing momentum, maintains it, is the initiator of a new momentum or even sabotages the collective momentum (current or future) with poor individual actions. Feel the problem first, address it second with rationale.

5.2 Leading the mob and using TA (2&3)

Collective, rational initiative is what describes this perspective best. The question is how the collective (mob) can rationalize what needs to be done and when. The mob can choose to preserve TA or to spend TA collectively (3 - TA perspective). The mob can choose to sit idle and wait for attacks or choose to attack and advance. The mob may be confused and overwhelmed with what is happening and simply go sideways and wait for an initiative to arise, and have itself get pulled into it.

As an individual, you have a few tools at your disposal to make sense of what you feel, like quantitatively keeping rough track of team scores and the TA being deployed. Then you can guess what kind of TA impulses might come from the opposing team or how many TA your team has left unused. You can pay attention to milking - where the opposing team could easily advance (given they have awareness and skills for that) but refrains from doing so and/or is overly protective with their units, setting up repair farms in their spawn. Where do you witness distinct, collective, reasonable behavior? It appears that players prefer to take TA action before they do real action with their units in game. Similarly, they react and defend with TA when the hostile team takes some kind of action. So, these two perspectives are pretty much intertwined in standard situations where you face push here, push there collectively, dynamics. Pay close attention to the TA type, usage consistency, frequency and usage reactivity (how quick do they react to unit movements or domination bar movement) from hostile team. Simply put, hostile TA usage is very revealing when you want to logically understand what the mob is up to. TA generation however is an indicator for the potential the team could tap into to utilize a certain type of leverage. The ratio between these two, the responsiveness and the efficacy (TA usage) in combination what happens with the units are key rational indicators for any new initiatives.

On top of that there is vision layer that may or may not underline the previous layer. E.g.: Highly centralized TA allocation combined with poor collective logistics and poor vision usually plays out badly.

5.3 Individual Playing Style (4)

Clearly different from the actions you take to serve your team is your personal style that is your own unique framework you stick to, while playing the game. A bean counter in real life will choose a bean counter approach in Wic, a finance banker will claim it is all about funds and funding, indifferent personalities will claim nothing is crucial and all is relative and subjective, there is no right or wrong (which is wrong!), overly social people will claim it is just about having a good time together, egoists and manipulators will build their followership, the stubborn ones will remain stubborn, the friction avoiders will obviously just do the chameleon. Some will just learn from those they respect or get along with socially. As a rule of thumb, you will never grow in Wic as long as you choose to remain who you are as a person. Ignorance protects the status quo, while reflection and openness unfold your potential to become more. You just need to know when you should change and when you shouldn't. Your personality directly translates into your Wic potential and the skill level you may be able to deliver. Your self-concept becomes your role concept. You will pick strats that fit your personality best and your macro will only be as big as your understanding and skillset. That is why the stats always reveal your predominant style and the underlying mindset that leads to that style. Even if you deliver better role excellence (with preselected teams in mms), your macro, logistics, placement, positioning and initiatives will remain the same, always. You will be

able to change your style easily when you manage to change your thoughts and keep multiple perspectives open (99.999% of players are not capable of that). Stubborn tryhards are fun to have in the game, as they are easily predictable. They are entertaining people too as they want to have rules and order in everything and pretend there are rules and order to everything. But they totally freak out in chaotic situations and get overwhelmed by unexpected events. Anything that is outside their margin is wrong to them. The urgency macro is also dependent on your own ability to blend with the game by delivering the demanded style. Arrogant and stubborn players are not flexible enough to adapt to situations and keep pounding with the same style repeatedly. There is no variation in their play, equally as there is no variation in their minds. They are highly judging and butthurt or simply closed personalities, who disrespect growth and anyone who tells them they need to grow. The personal playing style counts, because you get insights about what is given and what can change in the course of the game. That works for both friendly and opposing players. It is an extension to the Team macro, but is more important tactically. → You know who spams drops, who spams A2As, you know who defends preemptively with inf, you know who fails to be present with Tanks because he has no awareness for that or prioritizes repairs 9/10, who spawns too many HTs, who blobs his heavy Air and so forth. You can respond to that accordingly in urgent situations and/or blend that information with other urgency macro leverages.

5.4 Individual Contribution Leverages (5)

Individuals can have a huge impact on the game dynamics and remain incognito with what they do. Every player has his own depth of understanding, so brilliant moves and priorities may look very simple or even wrong to rookies. Do not get deceived by that. You need to consider how those actions play out in the macro realm and eventually also indirectly influence or even steer the collective micro behavior. If some players do very well with score and all feels like falling into place for them, they can be responsible for that but very often somebody else is enabling them with less prominent and score noisy moves. The small, but consistent water drops filling up the bucket silently, the small TA used on random units in random places, that is where you need to look for great players who truly drive the team and greatly contribute to domination. Not all players are equal, there is no such thing as democracy when it comes to delivering results consistently, there is no justice. Equally there is no guarantee for players to become any good, even if they have played tens of thousands of games. There is no central authority to judge skill. Players do perceive themselves as effective, because they are the ones playing the game upfront. You need to learn how to read skill, that is your own responsibility, there is no secret key to that. When you deepen your understanding, your perspective will change. This guide shall provide you with some framework on how to assess skill.

5.4.1 Macro understanding and delivery

Make sure you understand all macro levels and incorporate the macro perspective into every action you take. Macro gives you an enormous advantage when you manage to not get out leveraged by any of the remaining leverages. You need to connect the dots and steer collective momentum in one direction.

5.4.2 Micro capabilities

do matter too being the speed and consistency you are able to deliver to address both individual units as well as all your units as one formation efficiently. (See IV. Glossary.) Micro has highest significance when there is a gap of micro between players, when they are equal with micro then it can be disregarded as a factor of leverage.

5.4.3 Role application

Mainly Positioning for Armor and Support. Role Application is another individual leverage factor, noting that positioning works best when you have 2 players equally determined to win the positioning battle, if one player refuses to play in that sphere and fails to utilize another leverage instead, his team will lose badly. But if he ignores the role application battle and manages to utilize another leverage instead, his opponent's efforts may be of no use.

Closely related to the positioning but hierarchically (for the team) less relevant is the ability to deliver the role specific excellence. It is some kind of addition to micro (speed), placement (strategic macro location), positioning (tactical location) and it fills the gaps e.g.: by smoking units, flaring units, evading properly, targeting hostile units, routing, etc. From collective point of view the least relevant quality to drive the domination bar. Proper unit placement and tactical positioning combined with passive fire still greatly outweighs the impact of proper smoking and targeted shooting. If you can do both, it is the best of course. But generally

speaking, figure out the placement, logistics and positioning and the rest falls in place. Add priorities and TA usage to reinforce that

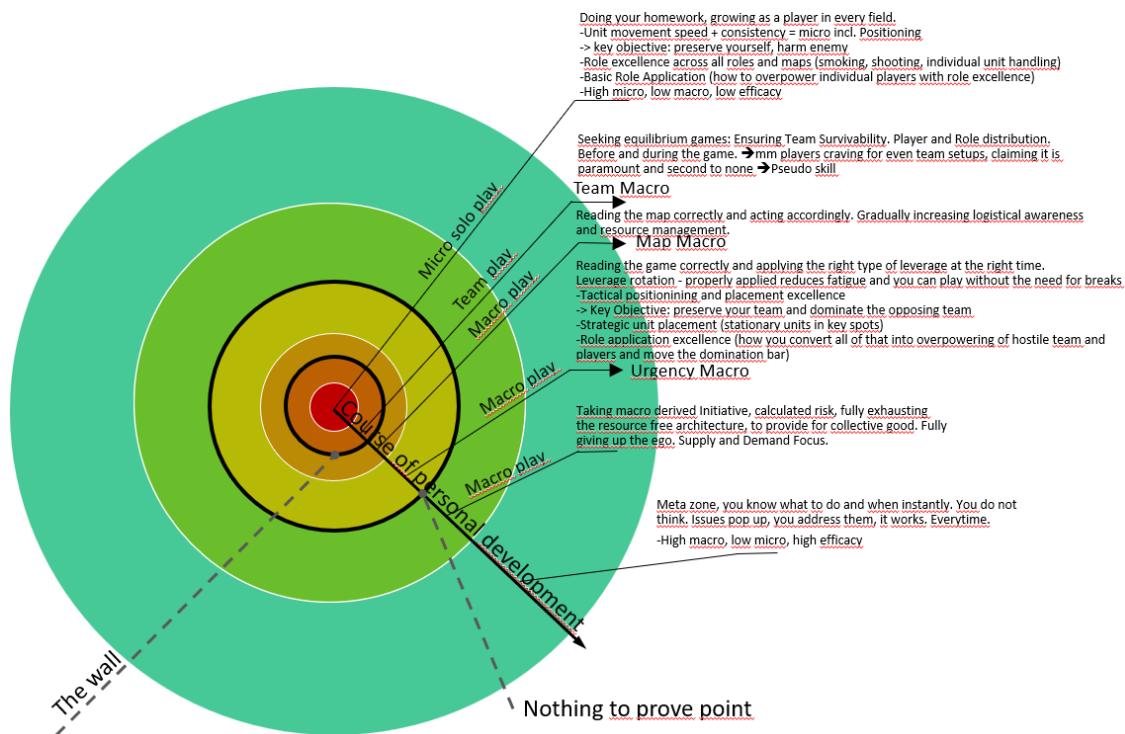


Figure X: Course of Personal Development

From an application perspective you need the entire spectrum of options available. The smaller your spectrum is, the more limited you are as a player and are not going to be able to address any situation appropriately. The more you have to rely on your personal micro, the less you can engage in the macro fields. When you're overwhelmed with micro, your macro knowledge may become obsolete. So, it is essential to establish a personal survivable micro to be able to utilize all benefits from all layers in time. For instance, when you play in an 8-player team and you know you are lacking micro, then you have to play more in the macro fields. However, when you decide to go for some 1v1 style micro battles, make sure your team can prevail without macro guidance and your solo show, does play a significant role in the macro sphere. Delivering more or less micro heavy initiatives throughout the game means walking a very thin line. Be too much micro focused and your macro leverage will suffer, be too much macro focused and your tactical presence (micro delivery) will suffer.

Macro understanding never fades. Particularly repetitive players tend to lose all their skill when they quit playing for a while. Macro heavy players are able to regain their skills quickly, given they put in the required, consistent activity necessary, to get even with micro. Another trait of macro heavy players is that they do well in any situation on any map. Because macro understanding is universal, while micro is situational, fragile and temporary.

The vast majority is trapped behind the wall, failing to even read maps properly. It is a wall because it is so hard to overcome. You need an integral and correct understanding of **all roles** and the ability to **deliver** upon what you know. Only then your ability to read maps sharpens more and more. Every layer builds upon the previous layer, there are no shortcuts. Unit placement may somewhat seem tactical, it is not. If you involve your macro understanding before playing your units, it gives you a bigger tactical edge, but you mostly operate in the strategic macro sphere. Similarly, the more units and patterns you consider before you decide to tactically position one or more of your units, the better the result will be in the tactical sphere. There is a constant alternation between macro strategy and micro delivery.

5.4.4 Role and unit selection

is a leverage that does automatically play out as long as the units with the upper hand have the necessary enemy contact consistently. So, if you are faster with your units and select heavy Air, while deciding to go for Inf and Tanks and keep actually doing that, then you generate the Unit Type leverage. The effectiveness of this leverage is decided by your ability to disregard anything else and to exclusively apply this leverage as frequently as possible. Meaning, you manage to accept your own unit losses to clean up forests and buildings from Inf and pierce into enemy defense lines and spend your hellfires on hostile Tanks. Most fail to actively apply this leverage because they not only ignore Inf (or assign a low priority / wrong order to dealing with it), but as well mostly care about their own unit safety first, wasting most of the missiles on hostile HAA and are left with empty pockets when it comes to destroying critical tank units. Rookie Air players like to count unit losses and kills and compare those numbers, it is simply a useless metric of comparison. A better benchmark would be how effectively they managed to deny enemy from having vision, enable the friendly Inf to get the upper hand or how frequently + on time they managed to take out hindering hostile units. (see chapter 2.2.4 True Role Purpose) That whole wet dream of having a full set of general heavies and a recon up your sleeve, then singlehandedly wipe big blobs of hostile units, is an illusion in competitive games, because a you will not face a lot of hostile blobs, b you will get wiped by a2as and c your ground vision will fold as your Inf folded badly. At no point in time there should be no heavy Air around, so blobs are the worst thing you can do, the highest type of risk you can take. Disregarding unit losses something most never manage to understand and even less deliver on that. And again, you need to know when it is worth to disregard unit losses to achieve something and when you should be more cautious. With Air it is pretty easy to disregard losses, because your fast choppers can easily fill up the gaps by spawning “fully repaired” fresh units. Split Air is the way to go as you need to first clean out the Infantry and only second enable CP caps and/or take out selected hindering units. You disperse your units to make full use of unit speed and clean the small fish. Then individual units keep ranking up, you pull them together when needed and wipe some clots, then you disperse them again. That way you have a vastly superior presence across the entire map, make efficient use of Air’s speed and Wic’s resource free architecture, do not compromise the ability to rank your units and reduce the risk of losing all (and leaving a big blank spot of non-existent presence behind). I will explain more with the Air guide. This should act as a showcase to demonstrate the Unit Type Leverage; you must know what the **real** Unit Purpose is and deliver. When you ignore that or even misunderstand the RTT concept, you will never be able to maximize that leverage.

5.4.5 Numbers game

(+logistics / presence) is another way to exert leverage, which should become more transparent with the showcase mentioned in 4.4.4, as you adapt to the need on the ground with your actions. You as the Air player are the fastest role, need to read the ground in the right way and address the most pressing issues first, then the secondary, tertiary, issues etc. Sometimes you even need to disregard lone hostile Tanks without vision if they pose no immediate problem and another unit has higher priority somewhere else. Rookies will always meddle around that tank, even if they have run out of fire, paying with the lack of effective presence somewhere else and failing to be efficient by not overlapping the fire cooldown with the moving time. They wait for the fire to cool down while being in the same place. Key is to be most efficient and effective. Tanks are slow compared to Air and quite exposed without vision, so your friendly Armor can take care of some remnants very well with appropriate vision / distance, while he will have a hard time to deal with distant forest Inf or even Inf inside buildings. Same goes for playing Armor, you need to create vision advantage first and then that advantage will help you build initiative for your Air and Support, given your domination bar is in place and allows this slower paced but very durable approach. If you have the TA, you may incorporate the use of recons to squeeze out the ground firing power in central areas of action. Ironically most effective on TA scarce maps with a high wood saturation. Just make sure you have all your special abilities ready and of course the needed unit numbers when you do the recon.

The unit number (+unit presence / distribution) leverage for Armor may play out in different spheres, like

- a) the firing density or the firing reach / covering wide areas
- b) firing versatility / shooting Inf, AA and Tanks well possible
- c) vision enablement / disablement / provision and
- d) the most Armor exclusive sphere, the map wide presence / shaping of Domination bar momentum by being there in decisive moments and capturing / recapturing / decapturing CPs. Mostly you start building momentum with capturing CPs and then it is a question how you continue building that momentum in terms of vision enablement and/or firing effectiveness. Frontal warfare, tries to choke that approach and over-emphasizes the firing sphere, but as a self-fulfilling prophecy that sphere alone

does not build a lot of momentum when both sides do it, leading to and resulting in a stalemate frontal warfare. Tanks are fast moving, resilient and have ground firing capabilities. Focus on maxing out these fundamental traits.

- a. Resilient + firing capabilities = HT = mostly stationary unit to max out the leverage. As HTs are mostly stationary and far reaching they greatly rely on vision, placement and Support. Their survival leads to firing presence. You still need to micro their position but, generally they do not leave beneficial areas, an overextension is simply not bearable, because they are too slow to get back in place. Only when you have sharp Support and vision, they can be a mobile unit type for pushes or defense in dense areas.
- b. Fast moving + firing capabilities = LT = mostly mobile unit to max out leverage. LTs ensure map wide unit presence and can add on top of that with short to mid-range firing capabilities. So, they are able to quickly overcome obstacles, reach hidden AAs and get away with that, and can quickly handle CP dynamics and even finish hostile units off to get caps (missile numbers + cooldown leverage). You just need to get priorities and timing right with LTs, so you **upkeep strong flows of units to essential areas** while **reducing the unit flow to secondary areas**. LTs are meant to get destroyed, just make sure you fully leverage their potential before they vanish.

To illustrate the dependence between roles, Air's unit number leverage plays out best in:

- a) the moving speed / unit availability at any given time
- b) the damage speed / hostile unit needs to disappear quickly at a certain time
- c) vision enablement / disablement/ provision (your units provide vision quickly, spread your units)
- d) hostile tank fire disablement
- e) cap denial and cap enablement

Blobbed Tanks are slower than blobbed Air, spread Tanks with high ground unit count numbers are faster than blobbed Air and are able to control the domination bar more directly and effectively.

➔Piranha Tactics

The unit presence and unit distribution are most closely related to the unit numbers leverage as having or not having, providing or not providing something at some point in time or location directly feeds the unit numbers leverage. Even when you are piss-poor with role excellence, you may still be a much better player than those who are better with role excellence, as long as you got other, hierarchically superior and more domination bar related leverages in place.

All units get destroyed pretty quickly when playing solo, so unit durability is something you can disregard, even with Armor. That is why the base case is initiative rather than unit preservation.

Inf can hold itself pretty well alone, so most of the unit preservation narratives origin from Inf players, as they believe what works for them must work for others too. The most initiative starved role is infantry and those who do not understand initiative and propagate idle sitting are all Inf players, but they do so by leaving their area of "expertise". Currently, it appears there is a renaissance happening for Inf, mainly led by ealien, it is an up and down development but he will get there eventually.

Naturally, the unit numbers play out in a unit vs. unit combat well, when you have more of the same unit than the opponent does, but that should be clear anyway. It also directly destroys the repairs base case, simply by having more Tanks on the ground and grinding even the most ranked hostile units, they will retreat and pay in turn with their presence, further accelerating those dynamics by elevating the unit count difference on the field.

Furthermore, as probably mentioned already, ranked units, even if not always the best, provide a framework for rookies what to destroy first. So, ranks directly and openly display priority and attract a lot of attention + action. More units beat ranked units with number advantage because you can use formations and outplay the ranked units easily, given both the same vision and the same moving flexibility. On top of that numbers mainly kick into effect in the presence sphere, so you can more directly shape the domination progress instead of just focusing on shooting. Overly stubborn unit preservation pays dearly with presence and loss of ground and domination. It may also result in a complete collapse of the front, as the retreating Tanks thin the line without resupplying it quick enough. A proper supply chain will be able to refill the line with Tanks more effectively than repairs can by attempting to preserve units. In short, numbers, speed and presence are way more important than ranks.

5.4.6 Domination bar

Reading current and potential TA use and delivering big TA strikes in combination with focused, collective pushes means you fill the bucket by pouring a lot of water into it quickly, clearly visible to all and quite splashy. Less water efficient, as eventually there will be less water in the bucket, depending on the speed you fill the bucket with. While you can fill the bucket more efficiently and silently through multiple “hidden” channels, raising the water level slowly but steadily. The water level can be roughly translated to your domination bar progress. Splashy TA strikes are something to keep track of but they are not the supreme way of filling the bucket with little to no water losses. Here again, it is not about generating the most TA, it is more about how to use the TA you have in the best way possible. The latter is about collective enablement and vision and then you can make proper use of your TA, if you want to have an order attached to it. Often it happens without clear order, TA use alone can enable or disable any team. It is much more important to consider what you did prior to using the TA and after having used the TA on the field. Hierarchically speaking, what you do in real time on the field is superior to any TA usage, as it directly determines the value of your TA used. You need to retrospectively examine every action to understand which actions mattered and which did not. Horse powers are only supreme on paper, what counts is the capabilities to convert them into speed at the right time for the right duration.

As a niche perspective you have the map infrastructure, that often but not always gets destroyed throughout the course of the game. Very often those spam scenarios happen when nothing is left on the map. Forests can be burnt very well with napalms, so that would be a contextually more fitting approach (real time usage fitting the context on the ground) to build your team momentum upon than pooling TA for nuke at a later stage. Nukes can make sense in certain situations and are fun to have when you are not really tryharding to pool for them. But doing that repeatedly is pretty dumb idea and is a Pubstar trait. Habits rarely play out when you have the wrong habits, so the best habit you can develop is adaptability. It is central for matching your style with the given context and allows your personal style or brand to develop with the multitude of diverse and rich situations you face. You need to have open feedback points that allow yourself to grow and innovate what you believe to be true.

The Urgency Macro framework is something to consider in line with the Location macro. Sometimes urgency is more important than location, but mostly you feed the urgency best by knowing location macro and acting accordingly. The urgency macro framework itself is flexible, when you read the context on the map in the correct way and can decide quickly which type(s) of leverage(s) you want to apply, you will be able to drive the game with your initiative. Even if the initiative is not flashy, not splashy but it is just the right one.

6. Tactical Compass

6.1 When to Heavy Tank

You need to evaluate the macro situation and respond to it with multiple tactical initiatives. And to be fair upfront, there is no excuse of having a full HT setup in any situation, even if the teams are even and your team cohesion is high. A mixed unit type setup is superior in 9/10 games.

You may consider having more HTs when these conditions are given:

- There is enough unit presence already, the 8v8 allow more HTs than 4v4
- You have bad opposing Armor players, remaining passive and failing to make use of openings as they too are probably too HT heavy and/or are used to spawn sitting
- You plan to push somewhere and need to stabilize other parts of the front where you cannot have a hard defense (no access to forward positions) and you do not want a soft defense either (it would diminish domination tick, even if you achieve your objective elsewhere)
- The map (terrain and spots) and the CP (importance) allow that

6.2 Heavy Air oppressor environment

If you get harassed by heavy Air, you will not be able to build, maintain and utilize the firing pressure. Your units will simply get destroyed before they even arrive at their destination or shortly after you have placed your HTs in strategic spots. Whenever you have strong opposing Air and/or weak friendly Support, you need a presence and speed driven approach where you fulfill your tasks with the numbers leverage, rather than with the unit type leverage. (see chapter 5.4 Contribution Leverages). Sometimes there is lack of vision and both hostile Air and friendly Support seem unrealistically good / bad. When you have the TA, start off with providing

defensive vision with drops and stretch your line-of-sight meter by meter, wherever possible. That gives you enough lead time to see enemy Air coming and react to that. For your Support player it is even more essential. Not only the Support player can address the logistical priorities in a better way, but also will be able to fend off hostile Air well. A no vision Support is no Support at all. Support without vision will also blob more to increase its striking force, but it must do the exact opposite, spread and dilute the striking force to get more vision and distance between the AA units and at the same time widen the line-of-sight. It is counterintuitive, like walking in the dark with low light, you usually are more careful and walk slower. What Support has to do in such a situation is to run and expand blindly, ironically being more offensive than defensive, you need to get back ground control to get back sky control. Med Air helps partially but increases hostile ground power in return, make your choice. When you, as an Armor player, do not have the TA for drops, use med choppers to provide vision and help bringing down scouts, damaged heavy choppers or other units (using the unit type leverage in the skies). Even overextended, unsupported hostile LTs may be an issue when they get to fortify your native CPs, while their Air is bashing your team. When you face a situation where your units spawn and get destroyed repeatedly, rethink your approach. When the environment is stable and progressing in a consistent, steady way you can swim with that flow, but when it is volatile and your teamwork is brittle, you must go for the numbers approach and outmaneuver hostile Air with the help of vision, outprioritize it with better macro and overwhelm it with numbers, capturing power + action and map wide presence at the same time. Particularly heavy Air bloopers fail to keep you in check. As your TA bank grows because of your presence and capturing power, you can deploy more and more units with TA, tightening the strap further and further. Key is, just like with any other role to adapt to the situation, you must give up your base style, your fundamental convictions in some situations. You must forget your ego, ask for TA if needed, do things you will be ridiculed of by the bean counters who simply cannot adapt. If the actions you take are correct on macro level, they will often seem off on micro level, but you have the permission and the obligation to continue when you have macro understanding. I will welcome and prepare drinks in this exclusive club.

6.3 Heavy Tank oppressor environment

In any situation you must get comparable numbers counts of Tanks on the ground to counter that.

Some maps like Mauer, Farmland, Vineyard, Fjord and others are heavily tank reliant even if not always tank driven. Tanks can be used for any purpose. When you have the tank numbers on your side, you apply the numbers leverage in line with map specificity and the macro priorities. Starting early in the game gives you better chances of building compound Armored strength, you get some TA from capturing, you rank your units with firing pressure and unit sniping, etc. Just a reminder, there is only a short window where you get to taste the fruits of ranked units.

Once the numbers are even, and still get harassed by masses of HTs you need to pay attention to the style of the individuals behind the Tanks. When you have bloopers, rankers and spawn sitters you may just beat them with what they understand best. Carpets and Nukes. You can also easily outplay them with vision and role excellence, given you are better than them. Let's take Farmland bridge, keep decapturing it and keep throwing clusters to the rear point. You will be thinning their lines by using their greed to generate TA. Blindly decapturing is a bad choice, but once you have a feeling about what they are going to do, just blend your unit play with your TA play well and you will grind them down quickly. They also like to use scouts; respond with a med chopper to that, they will not feel comfortable to keep their scouts in place (which they would if you spawned a scout as well). Occasional heavy artillery works well vs. rookies too.

Facing more refined players who do more tactical maneuvering and less blobbing, requires more diligence but nonetheless force works well too. Just be aware if you use force like carpets or nukes, a better team will recover from that much quicker than a weaker team. Timing and over expenditure are your friends when you are on the weaker team. You will not achieve an organic victory vs. clearly better teams. You must be asymmetric with your leverages and tactically smart. What you can still try is build up defensive unit pools without getting wiped by carpets immediately. Once you have the pool ready, you can either use a carpet yourself or grind the enemy line slowly and methodically with precision actions.

Once you have your unit pool ready, you need to stretch and maintain the area of presence and line-of-sight as far as possible. Using smoke is a good way to remain in a forward position, keep firing while still enjoying protection. Recon help to leverage the unit pool firing power and create openings. Whenever you have no drop vision you must have med Air vision and/or recon vision as an Armor player. Grinding down skilled opposing Armor players is not easy. You as the Armor player can help greatly stretching the area of presence as well as the line-of-sight. Your units are still more durable than any other open field unit, make use of unit durability, unit speed and the long firing range of Tanks. Protect damaged AAs with either additional smoke or shield them from incoming missiles. Use forests to hide your Tanks and buildings to shield yourself from hostile line of fire, while

maintaining your own line of fire. Use multi-purpose edges to your advantage, to dive into action, to recover or to retreat from the zone of action. With your back to the wall, make sure you fully exhaust the resource free architecture, unconditional repair may not always be your friend.

6.4 Support oppressor environment

The map is and the area of action is decisive to determine your Armor approach. Open field areas often require a wide and long Lof (line of fire) combined with unit presence and fire availability to pick-off trespassing AAs in the right moment. Hidden AAs out of reach can be destroyed with tankbusters. Forest maps require forest vision and presence of tanks of any kind to deal with the hidden AAs (usually they can be reached behind forests). You as the Armor player need the right RF point distribution and unit number to reflect what the hostile Support is doing across the map. You must leave him not chance to roam freely, recover or even chase friendly Air with forward action. AAs hidden behind building require more flanking maneuvers and faster and lighter armored units like LTs or MTs. Remember wide areas are covered by HTs, special jobs are assigned to light units. Your job is to chase the hostile AAs out of their urban shelters to get them moving. You will not be able to destroy a full-health HAA with 2 LT missiles, but it does the trick still. It will be badly damaged and leave the position, ideally moving back to the spawn and giving up ground, creating openings for your Air player and your team. Make sure hostile AAs never feel comfortable and get to rank and repair in comfort. Keep them busy, chase them across the map, disrupt the AA network, cause chaos. Just pay attention to hostile heavy Air, and do that smartly, Air bloopers are easily outplayed but even split Air players will have issues with solid Armor macro and logistics. What goes for Support also applies for Air, you must overwhelm them (see point 6.2). Hostile AAs will blob more in their spawn when you keep pressuring them everywhere and you can use heavy artillery (TA) and other fancy strikes. Support has no logistical advantage while being Spawn-Pinned by hostile Armor. The width of Support presence must be reduced and that is your job. Around the midline (central line of contact) Support can spread widely. The closer it comes to any of the spawns the more compacted the unit allocation will become. That applies for all ground units. Armor has much better chances of keeping more forward units alive than Inf has (speed and phase-related infrastructure degression / see figure C)

6.5 Infantry oppressor environment

A lot of that has already been covered throughout the macro thread (Inf first, vision first). First you need to figure out the key threat the opposing Inf is delivering to your team. Is it a predominantly vision heavy threat or is it a firing unit threat? When it is a firing unit threat it can be either open field inf, urban Inf or forest inf.

1. Forests are easy to deal with, you can burn them, use light arty (TA), use MTs or APCs or HTs to strike Inf inside forests. APCs do best when staying very close to the forest, firing from shortest possible distance. Forests can be partially entered and shaped with Armored vehicles at the edges. Many niches are accessible when you go for it. It eats your micro away but helps you to get rid of forest inf. I prefer to have some vision in the wood in combination with an APC firing from close range. That vision may be an Inf drop or a reg Inf unit. Without TA a reg-APC combination works really well and helps you driving out hostile Inf out of your forests. On top of that, when you have the spots available you can use MTs. They work best from distance and elevated spots. They do poorly with shooting uphill or even on plain flat terrain. Facing strong fire-capable Inf in forests you may do offensive drops and tackle the Inf from both sides, with drops from their rear and with fresh units from the front (your spawn). Usually, Inf players with offensive firing forest inf, neglect their back or have pushed into empty areas without the need for drops in the first place. HTs work great from distance and elevated spots. I mainly use them to shoot snipers but when situation allows it also to shoot blobbed fire-capable Inf units. The key forest advantage for Inf is that it can hide and get away with it and that it can move into all directions freely and spread the Inf squad fully. The resilience is highest in forests. The bigger the forest, the harder to become to deal with an overly dominant Inf player. (given the forest is critical and directly related to important CPs / spawn)
2. Urban buildings infested with fire-capable Inf offer many options for the Armor player as well. I recommend dropping both overly defensive vision drops, and overly offensive vision drops in the urban sphere. You may even drop to back forests and run your drops to urban areas. When the Inf player is slow with his drop arties, you can just wade into the center with your drops. (60/40 situation becoming increasingly worse for you) Make sure to pick the right spots for your drops to land, so they can enter strong nearby buildings quickly once they have landed. You have big urban blobs and you approach them from the sides, you work your way from outside to inside. That is what you do when they have strong Inf players in central urban areas. They pile up around CPs, usually blob their fire-capable Inf units as they chase the

ground vehicles. Your Inf drops are safe once you have infested buildings yourself. You see when the opponent uses his dropped Inf and trying to arty your dropped inf. You can evade those strikes by either sitting in the building or simply by choosing not to engage in meaningless drop vs. drop battles and go for the head of the snake, which is in this case the fire-capable Inf units. Getting those units into crucial, urban forward positions around CPs is severe, you need to run them from your spawn. And they directly threaten all powered ground units while vision drops only threaten your inf. Infested urban areas with passive players are less pressing than those with offensive players, that either throw firing units to your neck or expand the line-of-sight aggressively.

There are also Inf players who simply want to have units in every corner of the map, these are the least dangerous. They consume vast amounts of TA and disregard both macro, situation and the team, usually not posing a direct threat to anything. They have no concentration of power. Keep them somewhat busy in drop wars but prioritize the elimination of firing units. Deny them getting spawn vision or expending their line-of-sight in key areas.

Urban Inf is very resilient too, but in a different way. Once the building vanishes the entire Inf blob vanishes too. No spread advantage possible. When you exit buildings, your fire-capable Inf squad is blobbed. You can swap buildings quickly and frequently in big urban areas. There are no grenade launcher benefits either, unlike in forests. You need to keep your urban Inf moving, while forest Inf can remain static.

Knowing all that make sure you have some HTs and MTs ready to pick off any Inf that attempts to enter key buildings, exit damaged buildings or simply reposition to different buildings. Rookie Inf players will even mess with trucks in urban areas, just snipe them. NATO and USA MTs can even burn Inf inside buildings. APCs have no relevance in urban combat. When you do it well, you can also roll over Inf that is repositioning between buildings. There are areas with more roads and less dense urban network. That is where you must be, it must be accessible quickly for potential roll over and vision must exist for reactive sniping. You can do some proactive or blind sniping too when you know where the Inf units has been previously and lost vision. Just use some MT napalm and watch your TA count. HTs have a massive range and a very responsive passive fire. When you have like 2 or more HTs already and find yourself being pushed back to the wall by advancing urban Inf; just go for it. Get yourself pushed back and let them come for the CP or for your spawn. Pick them apart when they try to lock you. They will be like mad dogs angrily trying to run you down. You need some minimal vision for that, establish or maintain it at any cost to utilize your firing range and power. In vision scarce situations you can grind down buildings with ground fire from distance. It is a slow process, but it does damage the Inf consistently and forces the Inf player to do some kind of micro, usually leading to unnecessary mistakes. With your back to the wall (80/20 situation) you are usually better off with dropping Inf drops at your spawn and running them to the urban front. Big urban building blobs can be wiped with fuel Air bombs, just do not use more than 1 FAB. Gas does the trick too and highly effective vs most Inf players, particularly those who want to dominate (perceivably) the Inf vs. Inf fight. Light artillery (unit type) is most effective vs. urban fire-capable Inf. It makes it painful to remain in key locations and keeps damaging the exiting Inf using napalm on the ground. Many Inf players freak out as soon as they see light arty hitting them, which kicks them completely off balance, focusing entirely on that, instead of sticking to the big picture. In some super rough urban fire-capable Inf battles you may use one or 2 med arty as an Armor player too. Given you cannot make use of your urban presence anyway and the flanks are stabilized / uncontested. Tankbusters work well to destroy big, lengthy buildings as well as light arties (TA). Delicate use of lgbs (laser guided bombs) is allowed as an addition to all previously described methods. The denser your network of methods is tactically (various methods applied per time frame), the better. You need to break presence and momentum. As a rookie you are better off picking up on growing initiatives rather than trying to grind down urban infestation yourself. Try to provide another layer of methods, you do not see happening yet or reinforce an existing layer of methods that works, to help bring down the urban nightmare.

3. Open field Inf challenges you with overwhelming presence and vision and most effective in a proper unit blend with Tanks and AAs. It contributes directly to collective open field vision and to the movement of the domination bar. It usually just goes directly for CPs. → Light arties (TA), HTs and APCs. MTs tend to suck in open fields / being most effective firing from elevations.

6.6 Vision Oppressor environment

Vision oppression is not easy to deal with, overcoming it requires a good portion of macro, dedication and tedious work. You need to work your way from outside to inside and sometimes priorities some inner battle zones to ensure team survivability prior to re-establishing map wide vision yourself. Air players a major role in to overcome such circumstances so your approach greatly depends on whether the Air player is doing the right thing and cleans the back drops or whether he is craving hostile HT blobs and chases them like a wild animal. It also depends on the type of map you are playing on. Open field maps lose the Inf infrastructure quickly, and thus require split Air and a more Air centered vision approach. Open field areas rarely hold vision Inf in key battle zones, as that vision is felt too directly and gets dealt with quickly. Burning woods in those key areas is one thing you can do as an Armor player. Bringing medium choppers is another thing to chase off and deal with scouts and provide more edge to friendly Air and Support. When your team can hold the line in key battle zones you must rid all other native forests from hostile Inf drops. You can use light arty (TA) for that, dedicate some out-of-role reg in an APC to infested forests and grind down the hostile Inf units in those forests repeatedly. You will have to use a lot of TA on that to reestablish a midline of action from where you can turn the momentum. There are lots of priorities to be assigned and lots of choices to be made. But basically Armor, Air work on diminishing hostile vision while Inf works on connecting the friendly vision island. Armor works on preparing the defense / advance related vision. In rare cases some med arty might help too. Med tanks, APCs, med choppers, defensive drops, and light arties (TA) are your friend here. Just make sure you have the necessary firing power and presence when you have established defense / advance related vision. You need to constantly weigh the demand between firing power and vision orientation. Scouts are not the solution; they are on the backfoot vs. med Air. A lot of your firing effort will flow into destroying hostile Inf units, instead of AA units, but that importance should be clear by now anyway. Urban and open field vision see point 6.5.

7. Strategic heights

→ to be explained as part of the Armor Formation Quest at some point in the future.