

CONTINENT-LEVEL TACTICS GUIDE FOR THE 41ST MOBILE RECONNAISSANCE CORPS

1) Brand new continent

Redeploy to new continent ASAP, look at map to see which faction is the weakest, pick a Mosquito with extra fuel tanks, fly to the weakest faction's border territories (except at the three powers triangle in centre) as quickly as possible, capture the objectives and then

1. as infiltrator deploy mines near objective, go to vehicle console, hack it, create Sunderer, deploy it as spawn where flyers are unlikely to see it, switch to other class, go back to defend objective
2. as squad leader and light assault deploy spawn beacon on top of a building
3. prepare defence by ambush if you are no infiltrator or squad leader

DO NOT waste time assembling squads into Galaxy's! This is way too slow, it's a stupid tactic used by primitive Galaxy rush platoons/squads.

2) Poorly populated continent

It's wasteful to concentrate many players in regions; no more than 70% region population should be had, for more players are wasteful excess. A numerically superior faction can defeat itself by such wasteful behaviour. Prefer to attack almost regardless of your faction's continent population.

3) Well-populated continent with us having less than 34% continent population

Most usually this is the time to defend. Attacks make sense only if this reduces the quantity of exposed regions. Make sure there are enough anti-air tanks (Lightning Skyguard!) and tanks (Prowler better than Lightning, but some Repair Sunderer or a Spawn Sunderer situated close to a remote objective may make sense as well) to prevent the opponents from becoming dominant in a region

4) Well-populated continent with us having at least 34% continent population

Ensure the other factions don't defeat us by refining Cortium, push against the faction with 14+ victory points or against a weak and overstretched faction that's an easy target for conquest.

Understand the importance of links!

The more of our regions are exposed, the more vulnerable we are. It is possible to keep the quantity of exposed regions down to 5-6 all the time. 5 can usually be defended, freeing up enough players to attack 1 or 2 more regions. We are too few everywhere if we defend 7 regions at the same time and especially so if there are few links between the two opposing factions.

This is all that Schwerpunkt is about; defend with as little resources as possible so you can amass as many as possible to fight the decisive fights!

The more opportunities NC and VS have to fight each other, the better!

THUS DO NOT ADVANCE IN THE CENTRE unless it means you will reduce the quantity of exposed regions!

Large offensive operations should preferably be on the flanks, connecting to both warpgates in sequence. This yields many victory points! We do not need to have connection to both warpgates at the same time to get the bonus points for having done it. So first push to one warpgate, then to the other. Be wary of being cut off, so sometimes one should advance by one region to secure the flank offensively. This means to capture the region from which our advance could be cut off, but only this one region!