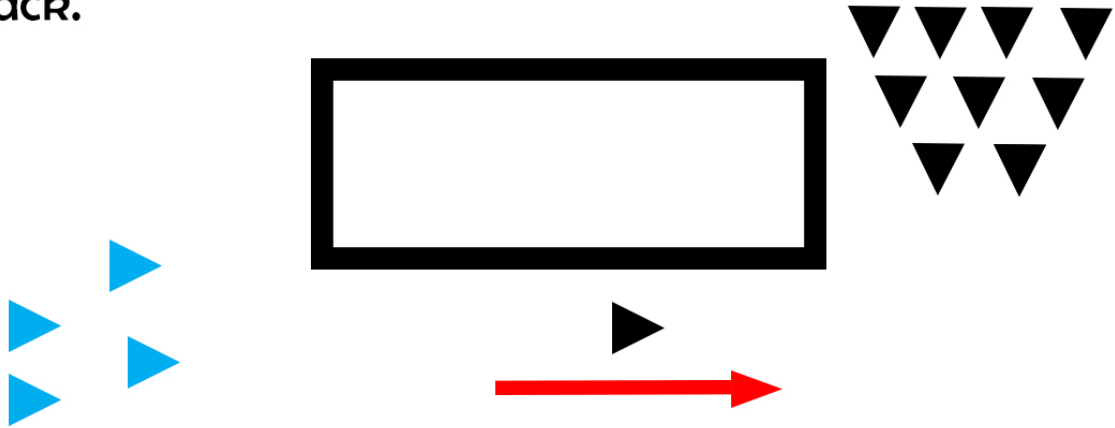
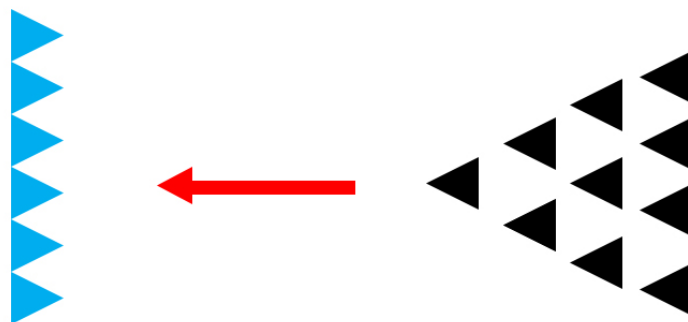


**Baiting:** Using a small number of forces to bait the advance of a medium number of opponent forces, to draw them to an area where a larger number can attack.



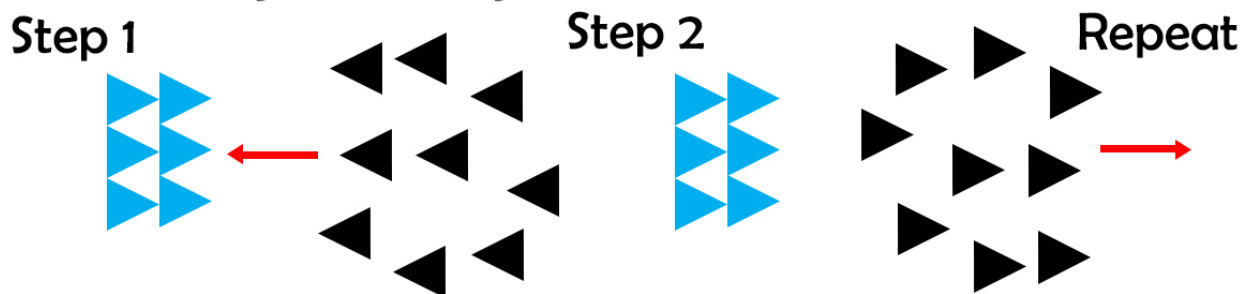
**Blitz:** When an attacking force spearheads an offensive using a heavy concentration of forces in order to break through the opponent's line of defense.



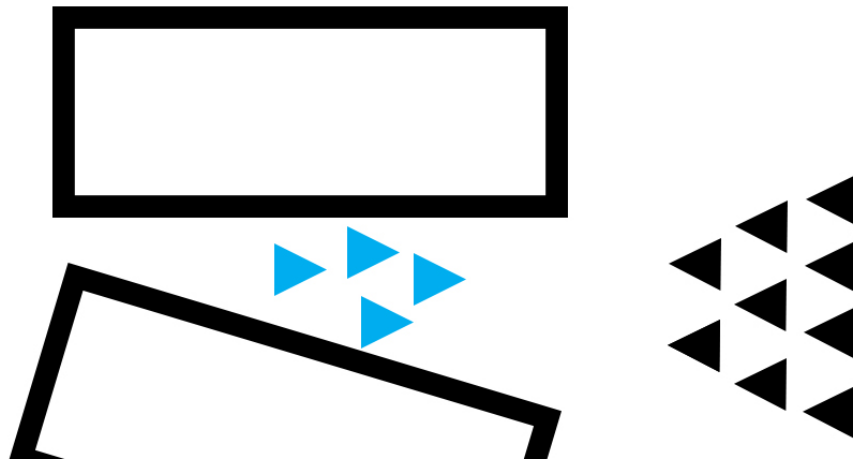
**Blockade:** An attempt to cut off a line of advance by constructing barricades and defending them. Maximizes defense potential of a small number.



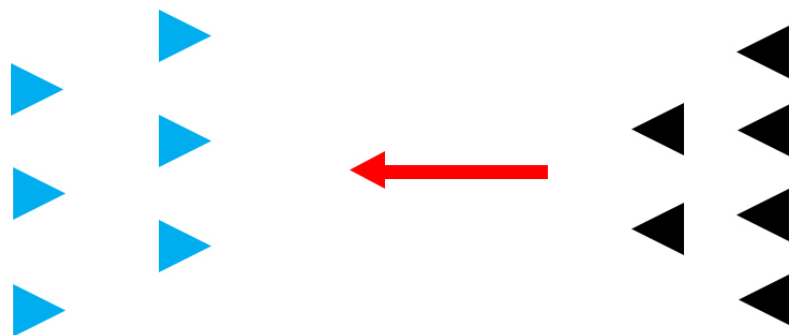
**Cat and mouse:** A strategy of repeated intervals of attacking (particularly when your enemy falls back) and falling back (particularly when your enemy advances.) The purpose is to prolong the conflict, opening up enemy weaknesses, and opportunities for other groups to attack your enemy.



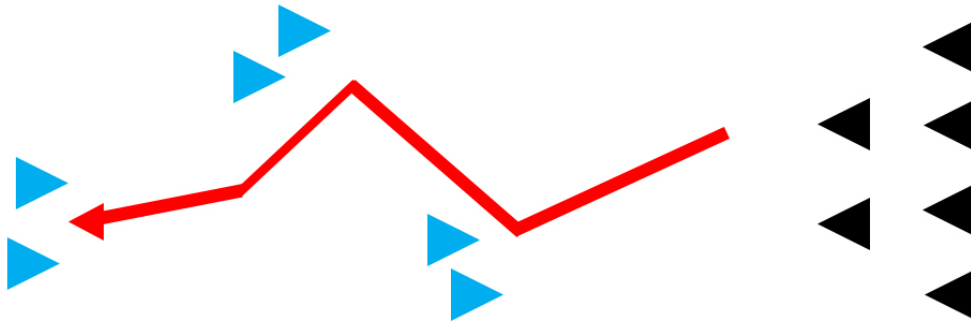
**Choke point:** An area that forces your enemy to concentrate their forces more closely together, thereby making them more susceptible to projectiles.



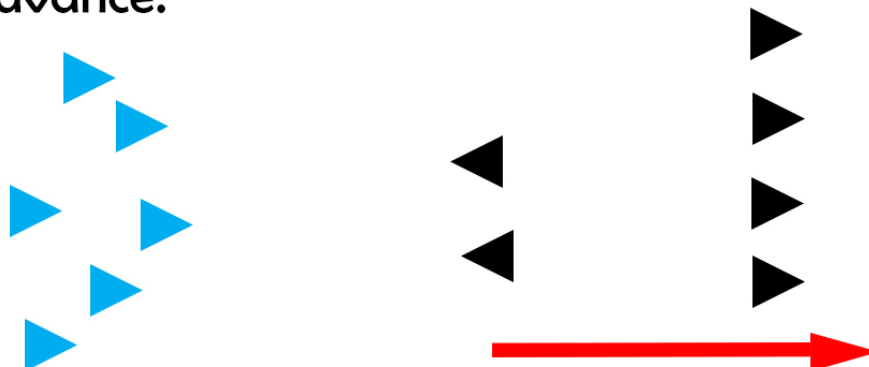
**Counter-attack:** An offensive taking place after the enemy's front line has exhausted their resources, before the enemy has the opportunity to regroup. Implemented through surging at the enemy after their attack.



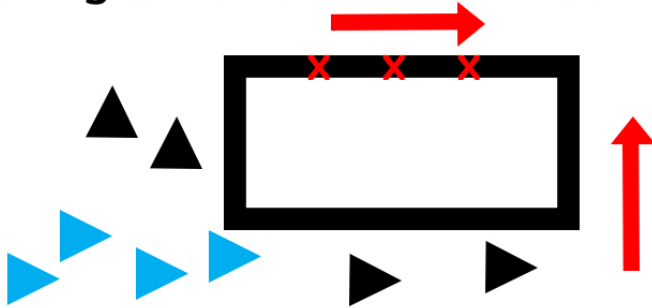
**Defeat in detail:** Using a critical mass of forces to target and defeat smaller enemy forces in succession, one-by-one, rather than engaging the bulk of their forces at once. Reduces risk of attackers.



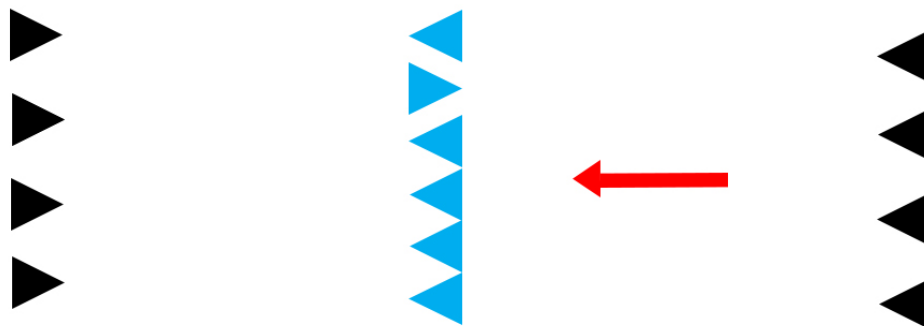
**Defensive withdrawal:** A strategic retreat, that uses a small number of forces to attack and fallback slowly while others fallback quickly. Prevents enemy from advancing their line and potentially flanking further in their advance.



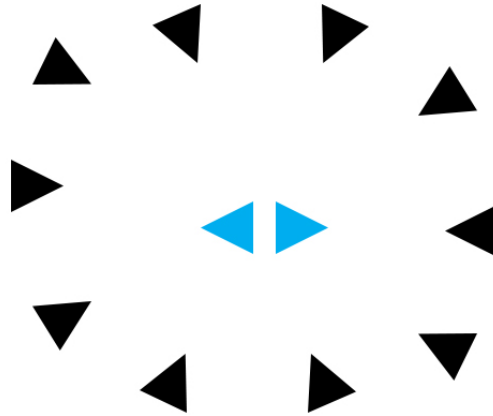
**Degrouping and regrouping:** A tactic that requires organized small groups to separate and then regroup nearby. It is meant to confuse groups that follow a single chain of command. It allows one group to go unfollowed for a short period of time while they complete a goal. Risk of encirclement by enemy.



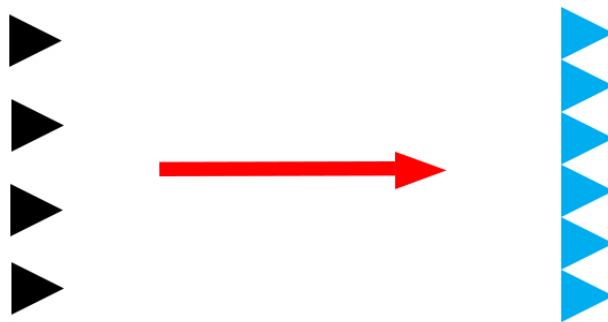
**Double flanking:** An initial flank followed up by a secondary flank after some or all of the opponent has turned around to deal with the initial flank.



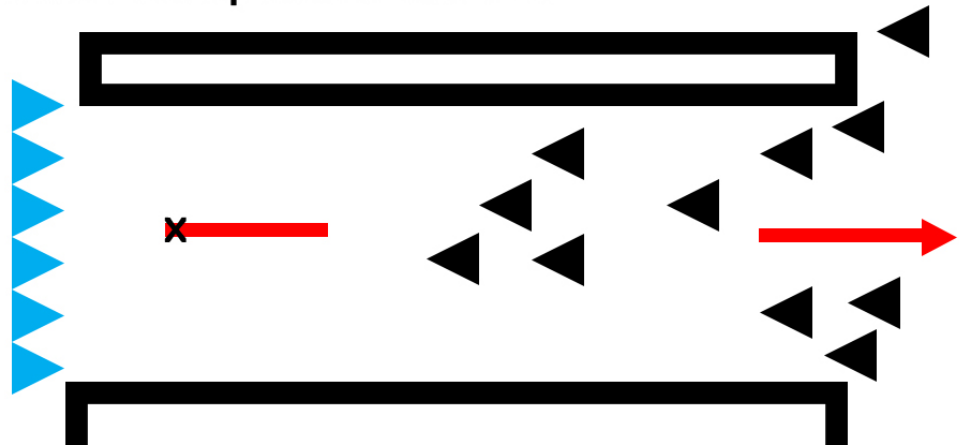
**Encirclement:** Tactic to isolate and prevent the advance of an enemy by cutting off all paths of escape without confrontation. Slows down enemy prevents regrouping.



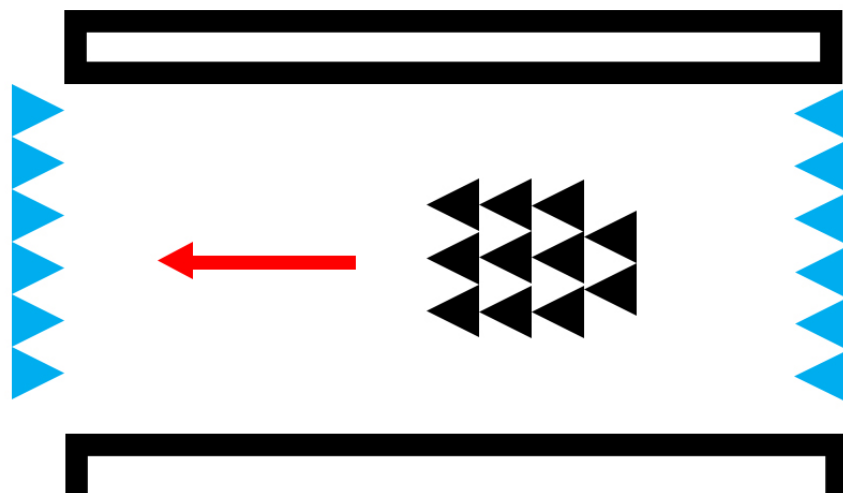
**Flanking:** Attacking an enemy from behind or their sides to gain advantage.



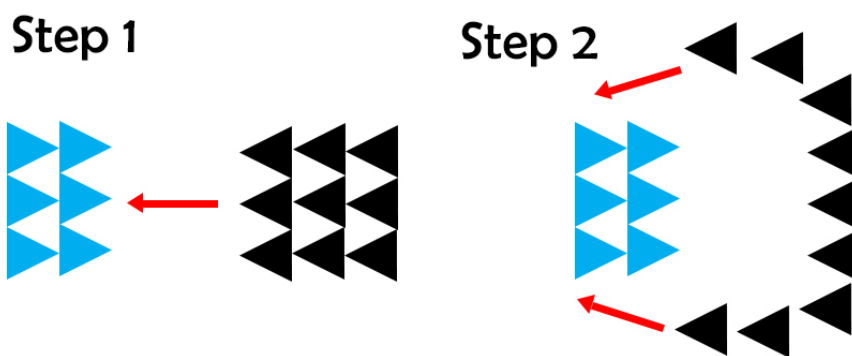
Open escape positioning: Positioning that spreads out to open up escape routes and prevent encirclement, always leaving multiple options for escape and falling back when an option is cut off.



Phalanx formation and charge: A last resort to escape capture, forming a tightly packed formation with defensive gear up front. Charge through enemy line.



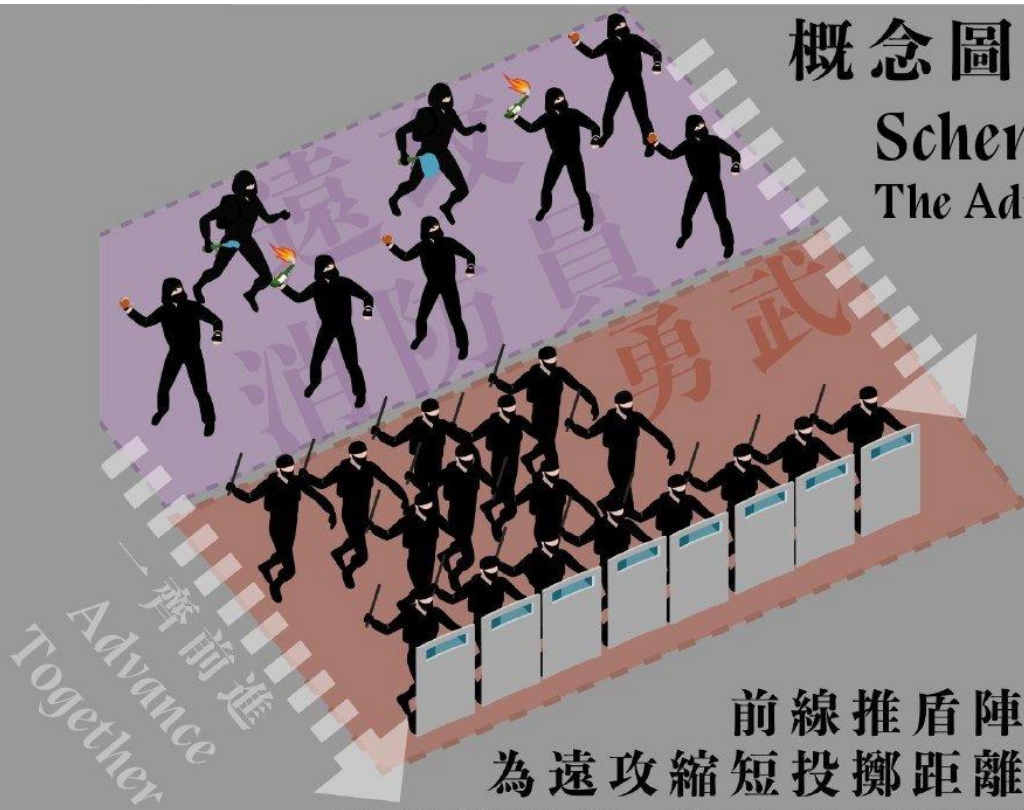
**Pincer ambush:** A tactic where one advances in a narrow column, so as to narrow the enemy defensive line preparing to meet you, then expanding that column out to the sides once the enemy is reached, thereby flanking them.





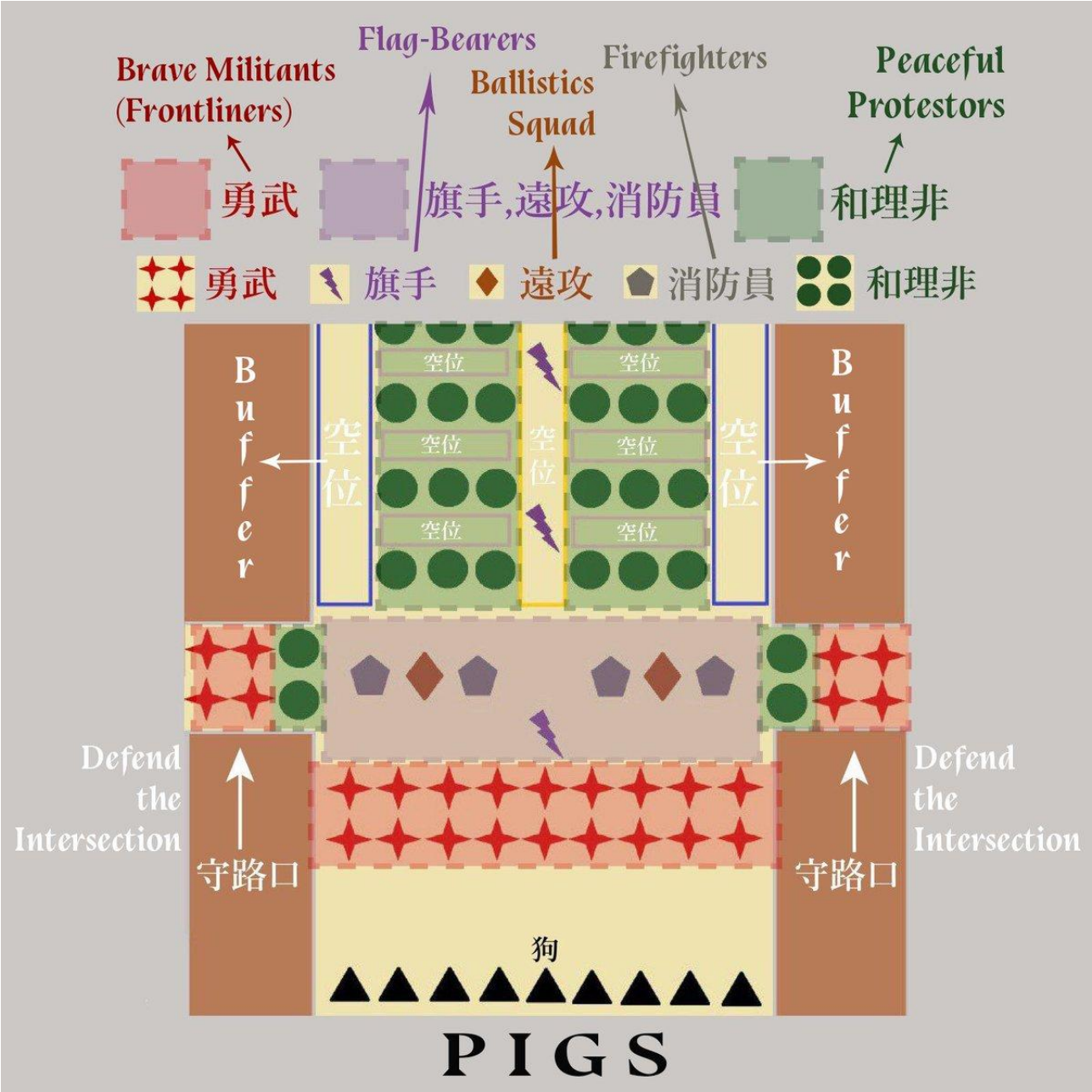
## 概念圖

Schema:  
The Advance



前線推盾陣  
為遠攻縮短投擲距離  
當前線推前，遠攻必須跟隨  
再於適當距離立即出招

Frontlines push forward with shields  
to shorten the distance for ranged attacks  
As the frontline pushes, Ballistics Squad must follow  
Once within range, they should launch projectiles



# 概念圖

\* 注意空間配置

Schema:  
Spatial  
Formation



\* Firefighters are those tasked with covering and dousing tear gas canisters in water