



Annotated in game Map of Warsong Gluch, World of Warcraft

Now, the Horde team has focus, principles and some form of context specific strategy based upon an understanding of the environment. It might not work but then the Horde players can use their maps to refine their gameplay with time. I can almost guarantee that when the battle kicks off, the first questions from the Alliance players will be “Should we attack or defend?” and “Where do we need to go?”

Arguments within the Alliance team will quickly happen and before they know it the Horde will be upon them. The next cries you’ll hear from the Alliance members will be “Help!” and “Why is no-one helping me, I need help here!” and “Where are you?” followed by endless bickering that this or that player isn’t good enough to be part of the