

Throughout playtesting the game, several successful strategies emerged. Here are some of the more effective strategies which came up throughout the playtest.

One strategy involved two simple ideas: send the tank down to the a side zone with the log, and send all the geese/assault unit towards the center zone in a V formation. This strategy was quite effective in that you are positioning to capture two zones while also forcing your opponent to play at a much faster pace. Since the tank alongside a unit or two can control or at least contest a zone, much more units can focus the middle zone. This leads to very chaotic fights since players cannot always risk giving away the central zone so early into the game.

Another strategy that was seen throughout was a slower and focused strategy, more focused on setting up the board. In this case, the strategy involved moving the sniper unit towards the side with no log so the sniper can get a clear shot of the center and corner zone. From there, the player can choose to advance their units towards either of the flags, patiently leaving units in positions that are just out of range of the enemy units in order to react when the enemy units start taking action.

The final strategy to have emerged started the turn with splitting units evenly between each zone. When the opponent starts moving their units towards certain zones, the player will look to move all their units towards the two zones that have the least amount of opposing units. The opponent is put into an awkward position at times especially if the heavily committed towards certain locations and can lead to an early to mid game advantage when pulled off.