The Panda Playbook For Frontline (basic tactics)

Double Dutch Rudder

Double declare two bases from the same guild. Feint attack target 1. Big attack target two. When they add defenders to target two all out target one. That base falls to your offense, then declare all out target two. It forces big players out early from guilds so you can beat them before they stall you out.

Dine and dash

Double declare same guild. Their weak base declare no attackers. Their strong base go all out on, conserve top two strongest teams from each player. Last minute snag weak base and let strong base survive. This is useful to farm dynamites.

Hulk smash/reverse smash

Send your strongest members (example: All members 150m+ teams only) Deploy strongest teams either strongest to weakest or weakest to strongest. This is used to defeat guilds who do massive defense deployments (stall tactics) to win.

Play Nookie

Declare last minute on two camps that have little defenders. This is usually done to dodge forts that are massive defended to stall out. Snag last minute and let a guild with a lot of defenders sit there and look stupid cause they are stuck defending their fort.

Revision #1
Created 10 September 2023 15:15:19 by Admin
Updated 9 November 2023 00:46:24 by Admin