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Subject: Re: base defenders...

Posted by [Nglegs](#) on Wed, 06 Dec 2006 22:32:59 GMT

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Nessacery. Unless as said if its 2vs2, also the map offcourse to much can go wrong, Say feild with 5vs5, all 5 GDI go with meds to attack, one stank gets by and there goes agt, or on city all nod goes off to attack, a mrls gets by on bridge and there goes your base, 9 out of 10 times I go into a base there's one person, now they dont nessacarily stop me, but they prevent me from doing anything untill help arrives.

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