
Subject: base defenders...

Posted by [futura83](#) on Wed, 12 Jul 2006 08:28:31 GMT

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since im a bit rubbish at assaults, i stay defending the base from attacks, and go on the occasional scout to look for/intercept enemies.

is this a good idea to stay behind for base defence?

p.s, if a rush is organised and i have the creds, i will join it lol

Subject: Re: base defenders...

Posted by [jnz](#) on Wed, 12 Jul 2006 08:38:50 GMT

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sounds like campimng n00b to me... lol

Subject: Re: base defenders...

Posted by [futura83](#) on Wed, 12 Jul 2006 08:39:31 GMT

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Subject: Re: base defenders...

Posted by [Goztow](#) on Wed, 12 Jul 2006 11:04:16 GMT

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Sounds like intelligent in some situations.

Depends on:

- map: if u stay back all game on under while you own the field, then that would be stupid
- number of players: in 2v2 just staying in your base is useless
- general situation of the moment

...

But as I always say: the best defence is offense .

Subject: Re: base defenders...

Posted by [csskiller](#) on Tue, 01 Aug 2006 00:43:20 GMT

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I usually find myself the one mining the base and being left behind to get stuck defending a rush or something. All this while everyone else goes: OMFG LIEK DIEZORS!!! in the field.

Subject: Re: base defenders...

Posted by [danpaul88](#) on Tue, 01 Aug 2006 00:47:32 GMT

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I play very defensively in most games, I will join a rush if we have other people defending, but usually I will get a hottie + med / mammoth and defend (yes, those big bad mammoths are actually quite useful in defense)

sure, it wont get you 20000 points per game, but sitting a whole game shooting a building with an MRL seems boring to me anyway..

Subject: Re: base defenders...

Posted by [codemancq](#) on Thu, 24 Aug 2006 03:55:59 GMT

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I can play both sides pretty good, but I kind of like defensive offense/offensive defense. Usually where I hang out is around my team mates, or around the outskirts of one of the bases, and do what I can to support. Say, pick of light vehicles and infantry if Im a Sniper, and if I have an APC, I will back them up by doing the same thing I do with a Sniper, but I will also give them rides to/from the base, or wherever else they need to get. Or, I will hang back and protect vehicles from anti-tank inf, and protect our engineers from snipers, defending beacons, and such.

If I go on offense, I will go in stealthy with maybe 1 or 2 partners (if any). Like, I was on Walls_flying the other day on NOD. They had no REF, so they had no vehicles, and very few advanced inf. I ran inside the barracks with my SBH(with a ramjet I had picked up from a comrade), killed all the engis, then took the building out with their c4. I went on and did the same to the pp. And almost the WF before the game ended. As I was running into the front door of the WF, a Rave was running into the backdoor. Needless to say, they got pwnd, and the building went down fast. What we did was allow the team to take out the structure by killing everyone with a repair gun, hence, support that is combined with stealthiness.

If I absolutely have to, I will go on full defense. I'll get a tech or a PIC/RAV, and ward of trespassers and vehicles. If Im not too outnumbered, I can do a pretty good job at defending.

Wow. This is a long post.

Subject: Re: base defenders...

Posted by [Veyrdite](#) on Sat, 30 Sep 2006 04:55:43 GMT

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i tend to be the one wasting time defending the base, but if i leave the place goes up faster than you can say "shcrap"

oh and if the rest of your team is out attacking, i reccomend you park your mammy in front of the agt. i did this once and survived a 6-stank attack

Subject: Re: base defenders...

Posted by [futura83](#) on Sat, 30 Sep 2006 11:33:45 GMT

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Subject: Re: base defenders...

Posted by [crazfulla](#) on Sat, 07 Oct 2006 10:30:41 GMT

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a good team balances defence and offence. You have to 'destroy the enemy base while defending you rown from enemy attacks' or so it states on the C&C loading screen.

Subject: Re: base defenders...

Posted by [DarkKnight](#) on Wed, 06 Dec 2006 16:07:15 GMT

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I do both. To start a game I will help mine up. If I notice I'm the only one who sees the benefits of mining ill usually stay close to the base and get a tank and help defend. If I see there are others who understand the importance of keeping the base mined I'll go and join in on a rush or take a tank to the field. Once its destroyed I'll repair other vehicles around me till I'm dead.

Once I get back to the base I'll check the appropriate doors for that map that should be mined and then grab another tank. If building needs repaired then I'll do that first before going back out to the field.

I think in this game you need to wear many hats and always be aware of your surroundings and always be a team player.

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.

Subject: Re: base defenders...

Posted by [BlueThen](#) on Thu, 07 Dec 2006 21:42:25 GMT

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:/ I hate seeing old messages suddenly pop up again.

Stop bumping.

Subject: Re: base defenders...

Posted by [superj69](#) on Sun, 10 Dec 2006 05:40:24 GMT

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meh. i find if im not defending then there is nobody defending.

Subject: Re: base defenders...

Posted by [DarkKnight](#) on Mon, 11 Dec 2006 16:11:29 GMT

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bluethen wrote on Thu, 07 December 2006 15:42:/ I hate seeing old messages suddenly pop up again.

Stop bumping.

If everyone is so against bringing up old threads then why not lock them. I guess that's a bad idea though will give the complainers one less thing to gripe about.
