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Subject: Defense vs. Offense

Posted by [Anonymous](#) on Wed, 29 May 2002 17:24:00 GMT

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My thoughts are that any decent defense can own any offense... On a base-defense map, all you need is two hot/techs, and one mob/PIC/Rave/Mend (This player must be decent-good). The rest should go offensive. On non-base defense maps, your team needs at least 3 hot/techs, and 2 of the combat infantry. The infantry should pair up in hummers to patrol the base, randomly shooting in order to find stealths... Again, the rest should go offense, but be ready to help repulse any attack by any MA/MRLs...

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