
Subject: Defense vs. Offense

Posted by [Anonymous](#) on Mon, 15 Apr 2002 22:07:00 GMT

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have u ever wondered why on ur team everyone wants to go out to attack the enemy base...like if nobody mines the buildings in maps w/o defenses and stuff...isn't that stupid, some people just want points...not to win in the game, if ur team is gonna win...some people better play defense!!!

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Posted by [Anonymous](#) on Mon, 15 Apr 2002 22:15:00 GMT

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On a positive note, I've been noticing that when I become a hotwire/tech (I almost always do this as soon as I can scrounge up the creds), and start to head out a minin'...there are already mines in place! Few weeks ago I almost never saw mines, seems like I had to place them first, but now, so many more people have begun to take responsibility for base D. Teamwork seems to be slowly taking hold, which means that we can hope for some negentropy instead of the usual entropy....I hope.

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Posted by [Anonymous](#) on Mon, 15 Apr 2002 22:16:00 GMT

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Posted by [Anonymous](#) on Tue, 16 Apr 2002 03:56:00 GMT

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With time they are more and more good players on public servers. I'm always playing on g a y spy (gamedomain servers) and usually (not always but usually) i find easily people to make apc rush, flame rush and so on. Yesterday on C&C_complex the auto mix team went wrong and all the good players were Nod. Only 4 min 15 sec to end the game !!!On hourglass, the mix was good : I was nod. We did flame tank rush, apc rush, flame tank + apc rush, artillery on the hill and so on... GDI defended very well, never let us pass, and even do under the Nod pressure a dangerous med tank rush ! GDI won but that was really a good game with good teamwork on each side.It seems, on publics servers, that people doesn't understand yet the limited number of mines, and how a wrong beaconing can cost the victory.But this will come with time. Let them gain experience...

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Posted by [Anonymous](#) on Wed, 29 May 2002 13:56:00 GMT

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Posted by [Anonymous](#) on Wed, 29 May 2002 13:58:00 GMT

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quote:Originally posted by rogueranger: quote:Originally posted by aircraftkiller2001:

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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...
