
Subject: I'm curious

Posted by [SPIKDUM](#) on Fri, 01 Jan 2010 12:20:26 GMT

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Let me sketch you a situation here.

The map is C&C_Field, it's a 12v12 match. All the players are experienced, have excellent teamwork, etc. GDI has just taken the field, but they haven't got a permanent hold yet, there are no hotties in the field, just three meds and two MRLS.

You are a med behind the comfort hill (At the edge of the river near the Nod bunker, should you ask) and Nod is trying to break out with 4 lights. They all head straight for your hill.

Now, do you:

1. Hold position, block them, screw them up as much as possible and focus fire with your teammates, after which you obviously die, but theoretically, your team holds the field.
2. Fall back behind the other hill, keep your med alive, rep up quickly, and hold the field by making sure there's more firepower by keeping your med alive, and theoretically, holding the field.

Which option do you pick, hold ground or retreat, and why?

Subject: Re: I'm curious

Posted by [Goztow](#) on Fri, 01 Jan 2010 12:38:24 GMT

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I'd hold ground. You'll prolly last longer staying there than trying to fall back, tx to good cover. Meanwhile the 8 others on your team might come back the team up.

Subject: Re: I'm curious

Posted by [Sladewill](#) on Fri, 01 Jan 2010 12:40:18 GMT

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maybe fall back a little so the hotties have cover whilst u hold the lights then the rest of the team brings more firepower

Subject: Re: I'm curious

Posted by [Spoony](#) on Fri, 01 Jan 2010 12:59:13 GMT

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SPIKDUM wrote on Fri, 01 January 2010 06:20Let me sketch you a situation here.

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Which option do you pick, hold ground or retreat, and why?

1. 2 is just dumb, you'll die even quicker if you leave the hill.
-

Subject: Re: I'm curious

Posted by [tellsson](#) on Fri, 01 Jan 2010 14:08:46 GMT

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option 1

coz you`ll die faster, if you left your cover.

unless you can fall back to the barrn, using the hill as cover.

but option 1 is still the better try.

Subject: Re: I'm curious

Posted by [GEORGE ZIMMER](#) on Fri, 01 Jan 2010 15:12:47 GMT

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Option one, slowly retreating as I go along to try and give any hotwires cover, and allowing my teammates to cover me as well as me being able to cover them. Straight up falling back and then jumping out to repair is pretty dumb, especially when it's 12v12 when there'll probably be snipers.

Subject: Re: I'm curious

Posted by [HaTe](#) on Fri, 01 Jan 2010 15:51:00 GMT

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It'd be dumb if the lights headed towards the covered med in the first place, they'll be picked off faster, and won't be able to hit you with every shot. If the light tanks were experienced players, they would go for the tank most in open in the first place..

Subject: Re: I'm curious

Posted by [Jamie or NuneGa](#) on Fri, 01 Jan 2010 16:02:40 GMT

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secret option number 3, hit the right mouse button and blow em all to hell.

Subject: Re: I'm curious

Posted by [GEORGE ZIMMER](#) on Fri, 01 Jan 2010 16:51:40 GMT

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HaTe wrote on Fri, 01 January 2010 09:51: It'd be dumb if the lights headed towards the covered med in the first place, they'll be picked off faster, and won't be able to hit you with every shot. If the light tanks were experienced players, they would go for the tank most in open in the first place..

Obviously, but we can assume this is in a situation where the enemy team is retarded enough to head out with only 4 lights...

Subject: Re: I'm curious

Posted by [SPIKDUM](#) on Fri, 01 Jan 2010 17:38:21 GMT

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I did say GDI had JUST taken the field. They have not yet repped up, and not everyone is in their proper positions yet. Let's just assume that the mrls are still near the GDI base entrance, and the other two meds are taking up positions at the waterfall and the barn, but they're still not across the river, Nod sees an opportunity and takes it.

Subject: Re: I'm curious

Posted by [HaTe](#) on Fri, 01 Jan 2010 18:12:24 GMT

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SPIKDUM wrote on Fri, 01 January 2010 11:38: I did say GDI had JUST taken the field. They have not yet repped up, and not everyone is in their proper positions yet. Let's just assume that the mrls are still near the GDI base entrance, and the other two meds are taking up positions at the waterfall and the barn, but they're still not across the river, Nod sees an opportunity and takes it. In that case, i highly doubt 4 light tanks will kill 1 med, when there is another 2 meds and mrls covering him as well. As soon as the med is almost dead, all he needs to do is get out and repair himself, until the light tanks are dead, or near enough to death. Then the techs/engi's will be like killing basic inf with a jet hugging (easy).

Subject: Re: I'm curious

Posted by [InternetThug](#) on Mon, 04 Jan 2010 01:45:18 GMT

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ImJamie wrote on Fri, 01 January 2010 10:02: secret option number 3, hit the right mouse button and blow em all to hell.

we have ourselves a comedian!

Subject: Re: I'm curious

Posted by [Wiener](#) on Mon, 04 Jan 2010 07:34:33 GMT

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12v12 ... doubt that defence is an option in any situation. With so many players you just move forward IMO

Subject: Re: I'm curious

Posted by [EaZiE](#) on Fri, 15 Jan 2010 20:10:55 GMT

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SPIKDUM wrote on Fri, 01 January 2010 11:38I did say GDI had JUST taken the field. They have not yet repped up, and not everyone is in their proper positions yet. Let's just assume that the mrls are still near the GDI base entrance, and the other two meds are taking up positions at the waterfall and the barn, but they're still not across the river, Nod sees an opportunity and takes it.

That's retarded. The mrls SHOULD be near the GDI entrance as the lights are rushing (so really they ARE in position). They can deal an enormous amount of damage from there to the emerging lights and continually whore the harvester fucking up nods chances of winning even more. They would be forcing nod to have to take the field to recover points, and also in a position to discover and block any little stankies that attempt to sneak through. For this reason I would camp the hill and hold my ground hoping the mrls can 6loK ;p

Subject: Re: I'm curious

Posted by [SPIKDUM](#) on Wed, 20 Jan 2010 14:29:23 GMT

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EaZiE wrote on Fri, 15 January 2010 14:10SPIKDUM wrote on Fri, 01 January 2010 11:38I did say GDI had JUST taken the field. They have not yet repped up, and not everyone is in their proper positions yet. Let's just assume that the mrls are still near the GDI base entrance, and the other two meds are taking up positions at the waterfall and the barn, but they're still not across the river, Nod sees an opportunity and takes it.

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An MRLS at the entrance will get killed in no-time because it's in the open, it either needs to be behind the GDI side hill or around the Tib field so it can hide behind the barn when getting shot at.

Subject: Re: I'm curious

Posted by [EaZiE](#) on Mon, 25 Jan 2010 11:12:03 GMT

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I stand by my original statement. The entrance to gdis base is the best place for a mrl on field for the purpose of:

- 1) Harv whoring
- 2) Dealing damage to enemy vehicles
- 3) Discovering and blocking stank rushes.

You may argue that havocs would sit on them? That's why theyre at the entrance where they can be teched, whilst the tech remains behind cover, or have cover to rep themselves away from the field.

Subject: Re: I'm curious

Posted by [Wiener](#) on Mon, 25 Jan 2010 11:40:24 GMT

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agree and add 4) keep an eye on tunnels/mines to defend against nukers, walljumpers and (side-tunnel) harv walkers
