As with all things in gaming, it depends on the situation. If everyone else has charged off on the attack then I'll stay and mine and make repairs as needed. Sometimes I'll go off with the vehicles to repair them.

BUT - Whenever someone says "Stealth/Flame/MLRS/Med Rush?" then I'm usually the first one on Ctrl+7. I NEVER pass up on a good rush! In fact I just played a game where 5 or 6 of us bought Stealths at the beginning, and blew away the GDI base in record time in a combined attack. No more than 4 seconds per building, I tells ya! :twisted: Map was Paradox Harbor on the GSA Renbattle server.

Defending is essential, but attacking is more fun and nets points. GDI is obviously better at the defensive role (armor), Nod units are designed for attack (speed, firepower) but they can do well in reversed roles if your team is good.

Just remember this - games are rarely won by teams that turtle in their base. All it takes is one structure lost and the attacking team instantly gains an advantage.