Frontline: Defense Commands

Defense Commands will be assigned to any acquired base that falls under attack. These bases can be identified by checking if your guild’s name is on the right-hand side of any specific base (if it’s on the right-hand side, your base is being attacked. Please keep in mind that these commands are typically directed towards guilds members who CANNOT attend the Offense Phase. It is highly recommended to scan the entire map and each base’s tags before deploying lineups to specified bases. Each owned base can be assigned 1 of 4 Defense Commands: Entrench, Counterattack, Observe, or Withdraw.



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Entrench - During the Defense Phase, guild members should defend this base with a majority (all if needed) of their lineups. This command is typically used for essential bases that are necessary for planned strategies, such as City Center.



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Counterattack - During the Defense Phase, guild members should defend this base with some of their lineups, not all; bases labeled “Entrench” will ALWAYS have a higher priority compared to “Counterattack” bases. By making the base seem defenseless, enemy guilds can be baited into taking the specified base early, allowing us to retake these bases later on (the cooldown period between enemies taking the base and our guilds retaking them is 6 minutes)...please keep this in mind when attacking bases during the Offense Period.

Observe - During the Defense Phase, Guild Officers will assign this tag to potential bases that enemies MIGHT attack. If the specified base has been declared on and the Guild Officers/Leader is not online, defense lineups can be deployed. However, if the base has NOT been declared on, please deploy lineups to bases labeled “Entrench” or “Counterattack”.

Withdraw - During the Defense Phase, guild members should NOT deploy lineups on the specified base...usually because enemies have no access to this base, or because it is not necessary for victory.

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