Frontline: Offence Commands

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Offense 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 left-hand side of any specific base (if it’s on the left-hand side, your guild is the attacker). Please keep in mind that these commands are typically directed towards guilds members who CAN attend the Offense Phase. It is highly recommended to scan the entire map and each base’s tags a couple of minutes before the Offense Period (guild members should NOT deploy lineups if they are able to attend the Offense Period). Each owned base can be assigned 1 of 4 Offense Commands: Bombard, Buzzer Beat, Feint, or Withdraw.

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Bombard - During the Defense Phase, guild members are allowed to preload/deploy lineups on ONLY NPC bases (bases that do not have a guild’s name above them), since they cannot counterattack. This command will typically not be used for any other circumstance.

Buzzer Beat - During the Defense Phase, guild members should NOT deploy lineups on the specified base…these bases will ONLY be attacked during the last 6 minutes of the Offense Phase, since it will be impossible for enemy guilds to “Counterattack” then (please read the Defense description for “Counterattack”.

Feint - During the Defense Phase, Guild Officers/Leaders will put specific instruction in the Guild Chat/Guild Mail/Discord…do NOT deploy lineups unless you are following what has been specified or a leader gives permission.

Withdraw - During the Defense Phase, guild members should NOT deploy lineups on the specified base…usually because there are enough lineups to capture a base, or because the declaration is being used as a distraction.

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