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Subject: For all the Mammoth drivers out there

Posted by [Anonymous](#) on Mon, 15 Jul 2002 06:25:00 GMT

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I'd like to respond to this one with a story: Last night I was playing on under as GDI. Of course we started out by getting pinned in our base entrance by Nod. We tried our best to move out of the hole and after a bit we pushed Nod back to their base. This was due to some great teamwork, med. tank rushing, and good sniper and repair support. Then they threw a flame rush at us. Well, we won that round but we all had to rebuild with another tank rush. GDI made it back to the entrance to Nod's base and began wailing on their buildings and tanks and stuff. Before long we were ahead in points. Nod began to get smart and came after us with all sorts of infantry, not giving us too many points when we boinked them. Then some idiots on our team, who were doing good at repairing our med. tanks, decided it would be good to go get some mammys and rush the base, again and again. Again and again Nod took them out and we lost all our repair supports as they were all trying to get a piece of the action. We were down to 30 seconds left, up by about 1000 points, and I was the only med. tank left. I got blown as two mammys pushed me into the base. I said NOOOOO, fall back, but they just stood there, got destroyed, and after over 17,000 points for each side, we lost by 30 points! All because some idiots on our team stopped repairing and bought mammys to give the other team points. I like the Mammy, but there are times to use it and that was not one of them. Just play smart, defending with one or two on Hourglass is great! Thanks for your time!

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