

---

Subject: Quick Start

Posted by [Anonymous](#) on Tue, 18 Jun 2002 09:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by profydent:LOL, that tactic is very expensive (1750 points), the best and cheap is one buggy and 2 engi (300 points).Not to mention 1750 credits is a lot, making it far from a "quick" tactic.Ideally if you're going to try, you should get a tech, and engineer, and the buggy. If the place is mined, the engineer can run over the mines and "disarm" them. This leaves the tech to waste the building since they have more c4. Of course, you'd have to deal with GDI resistance as well This trick used to work really well, but not anymore. And you'll certainly be dead if the GDI team tries the equivalent tactic to get the Nod ref (Gunner rush).If everyone is usually fighting in the center or side, I might try it just for kicks. But otherwise, I don't.

---