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Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 14:22:00 GMT

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this is a funny story, i played on the intech 2 server{24 players and start with 450 creds} team mixng was not on so teams stayed the same, on every map this is what the nod team did, went out and tried to take out gdi harvester with machinegun guys, they usally got stopped becuase gdi had patches and gunners that they bought with starting money, 2 minutes later, everyone buys light tanks and heads to the AGT and it gets destroyed, gdi had no med tanks to defend becuase they are 800 while light tanks are 600, the tanks ran into some gunners in the feild but they iced them with there cannons. take this scenario if they saved for flame tanks, gdi would have med tanks, gdi might have a syndey and mobius, when running into enemy's in the feild the flame tanks would be able to reach them for a while{taking to much damage} and they would have chased them around awhile letting gdi get prepared. no one ever tries a light tank rush and i dont know why, i left the server becuase gdi never seemed to stop this. quote:

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