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Subject: New idea for taking out a base LOTS OF FUN!!! (Requires MASS  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 02:07:00 GMT

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This would take a while and i am sure everyones gonna thouroughly enjoy themselves.Lets say its a one hour game. now everybody, get at least 2000 creds. dont buy anything just play as base level chars.GDI 3 people buy mammoths. 3 people buy Hotwires. 3 people buy havocs, and three people buy Patch. If a larger team is possible, get 3 or 6 Orcas.Now, with the mammoths in the lead, followed by hotwires, move on. if mammoth gets injured, 2 hotwires per mammoth, repair it. if some one bothers the hotwires, havocs take em out. if unit is too close for havoc, Patches take them out. and the orcas can provide backup from up above. Nod(happy? Aircraft Killer?)Same thing except use mobile artillery in place of mammoths, technicians instead of hottys use technicians. instead of havocs- sakura, and instead of patch, use Black Hand Heavy Weapon Specialists. and also apaches instead of Orcas. im not sure, but if even more players are possible, buy some Chinooks, and get those guys on foot there faster, but that might not be nessecary, since mammoths are so slow themselves.

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