

---

Subject: NEWBIES AARRRGHH!!!!

Posted by [Anonymous](#) on Mon, 01 Apr 2002 13:29:00 GMT

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

---

And it's a wise monetary investment to get that Med tank early, I believe. If you're lucky enough to get to their entrance with two or three meds and two MRL's, you'll be camping their entrance very early. This is advantageous for two reasons: The enemy becomes purely defensive, having lost a source of income...and two you'll be buying a mammy much much sooner because you rack up an insane number of credits by pounding at the hand of Nod. If I go medium first, it seems that I usually have enough for a Mammy sooner than those that have been saving the whole time. I agree heartily that any good Mammy camp starts out as a good Medium camp. I've never seen one work that didn't start off with the Good old Medium tank (and, for gosh sakes, a few back up hotwires to keep them feeling fresh and clean). Also, on field, it really helps to have someone get a buggy/humvee out onto the field early, to keep a lid on enemy infantry. It can be a real thorn in your opponents side (as well as making sure that little hole on top of the waterfall isn't being camped by Ravenshaws late in the game). Hmmmmmm, boy did I get off topic there.

---