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Subject: When you start a game, who is the 1st money character /vehic

Posted by [Anonymous](#) on Tue, 19 Mar 2002 13:39:00 GMT

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quote:Originally posted by Rude:of course i dont do it every time, if the other team is organized i dont even try. But if its 15 minutes into a 30 min game, and no one has even attempted to damage the ob/agt, then i will go in.Of course your much more successful with team work, even if its only one other guy who works with you.I agree with you 100%, a team with any organization will stop it no problem, i just thought you ment the tactic never worked.Speaking of teamwork, 3 Sydney's with inf and medium tank support can take out a NOD OB. If you position Sydney correctly Sydney can take out the NOD OB without getting hit, trick is that if you have 1 Sydney it requires 3 trips for a refill, but 3 Sydneys can do the job provided you have inf and tank support as backup.For defending against FLAME TANK rushes in first few minutes on non AGT/OB maps and if 800 credits starting, have half your team get Chaingunners and other half get Havoc Gunners, both combinations have found to be most effective against 3-5 flame tanks in a rush. Medium Tanks are also good defense against Flame Tanks, Mammoths and MLRS are not good defensive units against Flame Tanks, they however are good against the NOD MOBILE ART units.

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