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Subject: Stopping 7 Mammoth tank rush?!?!

Posted by [Anonymous](#) on Mon, 11 Mar 2002 16:37:00 GMT

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With only a little bit of teamwork, most of your team would upgrade to invisible Red Hand, buy a nuke, bring a technician and run through the tunnell to the GDI base. Guess what, the tower will never get all of you, at least one can easily get inside the barracks and plant a beacon because all of the GDI idiots attacking the NOD base thinks they are winning (huh huh). All of sudden they hear "beacon deployed, warning" huh huh and it will be toooo late because your beacon is standing upon their pedestal Try something like that next time. I dislike high credits games myself, but not if the server says "just play and try things out", there lies the difference, though. Serious teampay or just trying things out.Hidden

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