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Subject: Re: My Opinions on Clans(Warning: Anti-Clan Rant Ahead)

Posted by [Spoony](#) on Sun, 12 Feb 2006 19:00:22 GMT

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it only takes two or three meds to completely demolish that rush... people think it's a good strategy but it only works against a completely disorganised opponent, therefore it doesn't prove teamwork when it's pulled off.

True "teamwork" on hourglass: arties+techs each side and the hill... we did that in non00bs vs a couple of other servers and it's practically unstoppable.

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