
Subject: Re: Gunners...N00b? or Smart?

Posted by [Dover](#) on Wed, 12 Apr 2006 17:39:42 GMT

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mdogg1108 wrote on Sun, 09 April 2006 10:13Gunner on mesa in the beggining is good. We had a 5 man gunner rush on mesa in the beggining and killed the refinery. Yup. Yup.

You know, I did that once, only to have the middle section stolen by Nod because of lack of tank support in there since everyone joined in on the gunner rush, allowing Nod to whore off of our undefendable harvester. They later executed a flawless APC rush on our Power plant, since we didn't have the money to stop them we lost it and our refinery. The map ended for me with my mouse conking out and me quitting. Worst C&C_Mesa game ever, and it all began with a promising gunner rush...

Point in case--Gunner is awesome. Just don't be a predictable douche.
