
Subject: Re: a beacon tactic

Posted by [Jamie or NuneGa](#) on Tue, 03 Jul 2007 10:26:12 GMT

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

Ancient_and_forever wrote on Tue, 26 June 2007 12:50 what i mean is, if nod destroy the AGT, then alot of nod will think that working as a team is no longer needed, so will wander off and try to take down the base themselves...

yep, then you get pwned by the other still functional team.

Fpr example on hourglass, if your nod, gdi can easily camp with 2 mammy's and thus many single stanks die... i see this way too often, brings a tear to my eye.
