

---

Subject: teamwork

Posted by [Anonymous](#) on Mon, 22 Apr 2002 22:48:00 GMT

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

---

i was playin with 24 people, 12 on each side on mesa and after about 3 minutes of harvester pounding our team oranized a gunner rush. we got about 6 or 7 to go and lets say just say that the builing destroyed warning came up before the underattack warning. took at the 2 structres then proceded to pound them. It was fairly funny getting all the peopel that thought we cheated. just had to post a great moment in teamwork.. i imagine it would work again too.any other great tales?

---

---

Subject: teamwork

Posted by [Anonymous](#) on Tue, 23 Apr 2002 01:42:00 GMT

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

---

No, not really, people sux0rz.

---

---

Subject: teamwork

Posted by [Anonymous](#) on Tue, 23 Apr 2002 08:39:00 GMT

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

---

quote: No, not really, people sux0rz. Agreed. Thats a one-of-a-kind situation (well, fine let's say really rare). The only other time when something is might be organized is when people go for a flame rush.

---