
Subject: THE BEST PLAN I KNOW

Posted by [Anonymous](#) on Mon, 29 Apr 2002 10:02:00 GMT

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

what you do is fill up a apc and rush the best i know i mean rush rules you get a 2 gunners and 2 enginners and bye bye base and you go home for victory (NOTE IT WORKS BEST ON CITY)

Subject: THE BEST PLAN I KNOW

Posted by [Anonymous](#) on Mon, 29 Apr 2002 11:08:00 GMT

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

I think you better fill the apc only with hotwires/technicens

Subject: THE BEST PLAN I KNOW

Posted by [Anonymous](#) on Mon, 29 Apr 2002 11:13:00 GMT

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

who will protect the engineers??

Subject: THE BEST PLAN I KNOW

Posted by [Anonymous](#) on Mon, 29 Apr 2002 11:21:00 GMT

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

the guy in the apc + the mines, the hotwires throw while running to a building

Subject: THE BEST PLAN I KNOW

Posted by [Anonymous](#) on Mon, 29 Apr 2002 11:27:00 GMT

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

I usually fill APC's with all hottys and one minigunner when people co-operate, works pretty good.

Subject: THE BEST PLAN I KNOW

Posted by [Anonymous](#) on Mon, 29 Apr 2002 11:38:00 GMT

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

ok you win i guess that is right.....goes to try it without the infantry in....also testing the picture....

Subject: THE BEST PLAN I KNOW

Posted by [Anonymous](#) on Mon, 29 Apr 2002 18:50:00 GMT

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

A simple 1 engineer, and 1 officer can destroy a building... done it more than 10 times tonight w/ a freind of mine...

Subject: THE BEST PLAN I KNOW

Posted by [Anonymous](#) on Thu, 02 May 2002 18:55:00 GMT

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

Its a good idea to have someone protect the engineers. Throwing mines work but they also injure and possibly kill the owner. The bodyguard can also kill enemy trying to disarm c4.
