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Subject: Everything has a counter!  
Posted by [Anonymous](#) on Fri, 27 Dec 2002 10:33:00 GMT  
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Not everything is perfect unless you try to conceal your weaknesses from the enemies scenario:  
GDI attacks with: 2 Mammoth Tanks, 2 MRLS, 1 Med. Tank and 1 APC and some hotwires  
NOD arsenal: 2 Mobile Artilleries, 1 Flame Tank, 4 Technicians, 2 Light Tanks, Stealth Tank and 2  
Black Hands behind the GDI forces-2 artilleries behind the airstrip and the enemy is visible.-Light  
Tanks block off the entrance of the APC.-Stealth Tank cannot go behind the enemies coz the tank  
is inside, therefore the light tanks must make an offensive while artilleries pound the tanks and  
MRLS.its pretty long... But you know the process....You can even destroy the Tanks with  
Infantries!NOD: 3 Raveshaws, 4 Technicians 2 Black Hands, 2 Heavy Black Hand and 2 snipers...  
easy...

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Subject: Everything has a counter!  
Posted by [Anonymous](#) on Fri, 27 Dec 2002 11:33:00 GMT  
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All this implies that you have people working together as a team.

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Subject: Everything has a counter!  
Posted by [Anonymous](#) on Fri, 27 Dec 2002 16:48:00 GMT  
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I know... thats why teamwork plays a vital role!

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Subject: Everything has a counter!  
Posted by [Anonymous](#) on Mon, 30 Dec 2002 00:00:00 GMT  
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clever, gold medal! how long did it take u to work that one out?

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Subject: Everything has a counter!  
Posted by [Anonymous](#) on Mon, 30 Dec 2002 00:35:00 GMT  
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If you got a team with teamwork to do that you don't get in that situation.

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Subject: Everything has a counter!  
Posted by [Anonymous](#) on Thu, 02 Jan 2003 16:58:00 GMT

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well... it has a little flaw.... The NOD Forces can barely make it out... but still, its a good combination against that attack...it took me a matter of secs... (creating scenarios like that is very simple)

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**Subject: Everything has a counter!**  
Posted by [Anonymous](#) on Fri, 03 Jan 2003 20:19:00 GMT  
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I have actually noticed team work getting a little better lately, not alot, but certainly better.

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**Subject: Everything has a counter!**  
Posted by [Anonymous](#) on Tue, 07 Jan 2003 15:28:00 GMT  
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Yeah it is fairly simple to create scenario's so why did you bother to post that up???? fairly simple to come up with some of that stuff..... even if a n00b stoped to think about it he/she would have formulated that.....

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**Subject: Everything has a counter!**  
Posted by [Anonymous](#) on Tue, 07 Jan 2003 17:16:00 GMT  
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I would give anyone \$10000 if they were able to get that strategy off the ground in a game. Do you understand the leadership skills you would need to pull something like that off?

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**Subject: Everything has a counter!**  
Posted by [Anonymous](#) on Tue, 07 Jan 2003 17:51:00 GMT  
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hey c4kitty some peeps are noobs and this might find this helpful, by the way im a noob and i kiked your ass in swamies

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**Subject: Everything has a counter!**  
Posted by [Anonymous](#) on Tue, 07 Jan 2003 17:59:00 GMT  
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Hey, n00bs get lucky sometimes.

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Subject: Everything has a counter!

Posted by [Anonymous](#) on Tue, 07 Jan 2003 21:30:00 GMT

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swamies being what???

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Subject: Everything has a counter!

Posted by [Anonymous](#) on Tue, 07 Jan 2003 21:53:00 GMT

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quote:Originally posted by Delta\_Sector:Not everything is perfect unless you try to conceal your weaknesses from the enemies  
scenario: GDI attacks with: 2 Mammoth Tanks, 2 MRLS, 1 Med. Tank and 1 APC and some hotwires  
NOD arsenal: 2 Mobile Artilleries, 1 Flame Tank, 4 Technicians, 2 Light Tanks, Stealth Tank and 2 Black Hands behind the GDI forces-2 artilleries behind the airstrip and the enemy is visible.-Light Tanks block off the entrance of the APC.-Stealth Tank cannot go behind the enemies coz the tank is inside, therefore the light tanks must make an offensive while artilleries pound the tanks and MRLS.its pretty long... But you know the process....You can even destroy the Tanks with Infantries!  
NOD: 3 Raveshaws, 4 Technicians 2 Black Hands, 2 Heavy Black Hand and 2 snipers... easy...Remember, it's Nod, not NOD.

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