
Subject: Hourglass... Unbalanced??? 18vs18

Posted by [Anonymous](#) on Mon, 16 Sep 2002 03:25:00 GMT

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If I have any inkling of a thought that GDI has more than one hotty inside, I turn my FT turrent and go for the barracks or if I'm on the back side I rush behind the weps to the ref as long as I have a few teammates with FT's still hitting the AGT to keep it's damage going...otherwise I will still rush to weps...but I hang out on corner so AGT takes out my FT and I foot it into weps, mine it, then C4 it...pretty solid tactic...not 100\% but creates some chaos in GDI camp...Although, from wolf forums, it is proven that Stank attacks are quicker by over a second per Stank involved...so cruch that with 4 or five stanks, plus that they have a longer range to start hitting hit and that means a AGT gone 8-10 secs quicker than with a FT rush with 4 or more in a rush...
