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Subject: Overrunning bases

Posted by [Anonymous](#) on Wed, 28 Aug 2002 17:44:00 GMT

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Aight.....just figured I would put this up for some of the peeps out there that aren't smart enough to realize this. I was playing a game(32 players)(hourglass) this morning and I was NOD we somehow got our PP destroyed like 2 mins into the game. That disabled our Ob leaving us an easy target with still about 28 mins left into the game! Tank rushes were just about everywhere and GDI got way overconfident with there medium and mammoth tanks. I turned myself into a engee after the HON was destroyed so im running around while all of these tanks are just sitting there firing....none bugging about or anything just lying there shooting. So I started c4'ng them all over the place and with a help from a few others that saw what I was doing and followed in my step. We single handly ended that offensive and we told some of our stealth tank guys to split up 3 on each side and to take out the AGT....so they did but they quickly got dominated after that. So with about 15 mins left they started there onslaught again and knocked us down to just our refinery....they couldnt touch our refinery mostly because we had like 10 engees repairing non stop....this was the only game ive ever been in that every person on a side was engees...very good teamwork! So they posted about 6 mammoth tanks outside and were just lying there not moving....so once again me and my partners took them all out courtesy of the great magic called C4.....we stole a few mammys from guys trying to ion it up and that spelled an end for them.....we out stalemated them winning by high score by about 50 points or so! Best teamworked game I think I have ever ever played in! So word of advice if your a team that is trying to over run a base MOVE dont just stand there! later

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