
Subject: win when your losing!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 11:04:00 GMT

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The "Rax" defense is definitely a tough nut to crack, especially in long, drawn out games. A good sniper can make the difference on Nod's side if it comes down to that though. The best part is when you've got a great defense force and maybe 2 or 3 guys on offense, and you slowly but surely waste their buildings. The biggest comeback team I was on was in Walls_Flying with 22 minutes left, where we got stuck with just the rax. They sent wave after wave of us and got continually owned by the Mobiuses, Gunners, and Patches. Meanwhile, 3 or 4 guys would just buy engineers or Hotwires and rush the Nod base. They kept getting killed, but eventually racked up enough points on the c4 attempts (and our nuke disarms) to take the lead, and even get rid of the power plant and airstrip. Not bad. Guess it goes to show that the Barracks is a building you need to take down second, or even first, and not last.
