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Subject: Counters? New units.

Posted by [Anonymous](#) on Mon, 01 Jul 2002 19:26:00 GMT

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well Nod needs teamwork too. i just played a game on hourglass. i got a flame tank, and as i was pulling away, someone said wait, so i did. we decided to go over the top, and rush the agt. the two of us managed to get over and knock the agt out rather easily. i also realized that by having two flame tanks, the agt can be killed very easily. one flame tank just has to block the door. most people probably try to do this anyway, but by pure luck, i managed to block at least 2 or 3 engineers/hot wires who would have foiled ur plan. after we took out the agt, i became sbh, got a nuke, and ran right in. went to the tib refinery, dropped it right in front of the harvy door. one engineer saw it, i killed him. the other engineers ran right by it. quite funny, i must say. then one more found it, but by then i had moved off, staring at the sky. nuke missile drops down, kills at least one or two guys. then pure chaos broke out as we just rushed them with everything we had. very fun game. wish more games turned out like that one. plenty of teamwork, and plenty of spots for one person to slip through.

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