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Subject: Basic combo of Tanks

Posted by [Anonymous](#) on Tue, 07 May 2002 19:09:00 GMT

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Armour? You English, buddy? j/kBut I think that GDI has the advantage of teamwork. Use the "Distract and Destroy technique I've been wanting to use. Get a Med/Merl shooting at a building at one end of the base, then 2 apc's go for 2 different buildings. 3 other meds pincer the forces going for the lone med/merl, then attack any last building that has been untouched (but their priority is the Oblisk of Light) The idea is to distract every dumb engi and soldier so only skilled players are left, and they should be few and far apart, in theory. Overwhelm them, then destroy the trickle of fighters coming through. If done right, you should cripple the enemy base quickly, and have a few tanks left on defence.

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