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Subject: Obvious tip for newbies, kinda makes me mad  
Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:46:00 GMT

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^ I hear ya, I just tend to hope targets like flame tanks are destroyed b4 they enter the base, cause once they are in there...The best is teams of 16 with 4 Med tanks, an APC for rushing, a Mammoth for base defence and 2 MRLS's to support your Med Tanks. Keep 5 Engies/Techs at your base for local defence and send everyone else to keep the enemy away from your base. When teams are properly oriented it makes it incredibly hard to flame tank rush.

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