
Subject: Defense vs. Offense

Posted by [Anonymous](#) on Tue, 16 Apr 2002 03:56:00 GMT

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With time they are more and more good players on public servers. I'm always playing on g a y spy (gamedomain servers) and usually (not always but usually) i find easily people to make apc rush, flame rush and so on. Yesterday on C&C_complex the auto mix team went wrong and all the good players were Nod. Only 4 min 15 sec to end the game !!!On hourglass, the mix was good : I was nod. We did flame tank rush, apc rush, flame tank + apc rush, artillery on the hill and so on... GDI defended very well, never let us pass, and even do under the Nod pressure a dangerous med tank rush ! GDI won but that was really a good game with good teamwork on each side.It seems, on publics servers, that people doesn't understand yet the limited number of mines, and how a wrong beaconing can cost the victory.But this will come with time. Let them gain experience...
