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Subject: New instant message thingies that should be put in

Posted by [Anonymous](#) on Mon, 15 Apr 2002 13:49:00 GMT

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I actually prefer GDI on this map. I find it easier for my teams to win. I try to enlist the help of one other to help me KO. the turrets from within the tunnels. 2 Gunners and the turrets are toast. Also since the EVA does not scream out "Nod turrets under attack" it is usually quite easy to take them out. This gives GDI a huge advantage when rushing wiht tanks or APC. Since the OBL. is soooooooo slow, you will be up on it in no time with little damage taken. As for securing the tunnels. I find that Nod typically gives up the tunnel fight after the first few minutes, they would rather pick at the Tib Ref, PP from the hill or Flame rush. Gotta gives props to my teammates Sat Night on the WOL Forum Game. Sweet defense on that map. Resisted 5+ Flamer rush w/apc. I was then able to go into the tunnels and wipe the Turrets. We soon thereafter trashed NOD. That was one of the best nights of games I have played in this game. Good show.

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