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Subject: Stopping 7 Mammoth tank rush?!?!

Posted by [Anonymous](#) on Mon, 11 Mar 2002 11:31:00 GMT

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I was playing the demo last night and ended up on a server where everyone started with 10000 credits. For 3 games in a row the GDI took around 7 mammoth tanks and sat just outside the range of the obelisk and pelted the NOD base. There was also one hotwire running around healing everyone. The fact that the GDI can shoot at the NOD base while outside the range of the defences is quite annoying. So how does NOD repel this? a few flame tanks are toast before they can get close enough to cause damage. A mobile artillery will be shelled to death after it takes it's first two shots (and if the GDI hasn't already destroyed the airstrip). I joined with one other guy as railgun soldiers but before we could take out 2 tanks we'd already lost our airstrip and the refinery was going. What can NOD do?

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