

---

Subject: Great Game on Saturday

Posted by [Anonymous](#) on Sun, 24 Feb 2002 14:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi all,I was playing Nod Saturday. GDI managed to destroy or Airfield within the first 30 min of a 2 hour game. So afew of the Nod players start to sulk and want to end the game. As far as they were concerened game over (i thought that as well). Anyway the GDI had all the advantages. More players, vehicles and there harvestes where still operational. I decided to go tank hunting. I picked Ravenshaw. We managed to hold off countless GDI attacks. The point speard was 10,000 in favour of GDI. I had run out of money to I was playing shotgun trooper defending the tunnels until I could afford to buy Ravenshaw again. If GDI attacked again we where screwed. No one had money. Finally got 1000 credits purchased Ravenshaw. Asoon as I picked Ravenshaw GDI started a Mammoth Rush. Managed to push back the GDI attack. I looked at the clock thinking this is getting boring and I noticed Nod had not only caught up to GDi but we where ahead by afew points. We had 5 min on the clock. GDi kept throwing Tanks at us in the last few minutes (this is when I relised they lost) we kept taking them out and cloking up points. The game ended victory to Nod by about 1000 points.Okay so the point is Mammoths sux big time. Sure there have the best armour\weapons but when unsupported by troops and or small faster vehicles they are crap. Ravenshaw chews them up real fast. Another thing I noticed was that due to the large amounts of Mammoths used they where so easy to hit, they where being squashed together closing off any escape root and at best 3 Mammoths where able to shoot at us.Another thing. The number of Mammoths we stole was a joke. Never ever get out of your tank! I myself stole atleast 2. As a GDI tank commander always belive that there is a clocked trooper waiting to some stuppид tank commander to jump out of his tank to repair it.DontShoot

---