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Subject: The best rush for nod

Posted by [flyingfox](#) on Thu, 26 Aug 2004 11:26:27 GMT

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ViperFUDAnd on Walls flying, 2x buggies with an engy/tech combo in each can kill the base.

I wouldn't hold your breath on player competence. Last time I played hourglass I bought an early APC with credits from a crate (which no-one else seems to go for on that map). 2 people got in and we made it to the PP. we were all engineers, and had my 2 teammates been smart and used their remotes first, we'd have taken it down. instead, they were foolish to use their timed and let the hotties stroll in on both sides to give us a beating. course, if they had used chemical warriors we might've stood a chance at defending against the explosives.

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