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Subject: Re: stop the tanks

Posted by [flyingfox](#) on Sun, 12 Jun 2005 21:21:12 GMT

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danpaul88any smart opponent would stay away from doorways and shoot any flamethrowers and engis coming near..

this is what i'm talking about. On most maps, if they sit where you can't sidesneak you'll have to run a large circle round the map to get to him from behind, by which time you've probably lost a structure or 2 and gotten killed yourself along the way.

it's what I hate about rene. I remember one game on C&C terrace where we had no cash and there was a mammoth sitting near the hand pounding it to pieces. Nobody could destroy the damn thing because we had no money, and the driver was just too good and saw us all coming. his tusk missiles wasted us in like 2 shots apiece. We tried to flank it but there were snipers all over the place and we could hardly leave a building without being sniped (before you say it, they were on hills so far away so we couldn't kill them; ala poor map design). And when somebody miraculously got to it from behind, the driver would destroy the sneak then just repair the damage. Lame. The mammy never died. And the whole vendetta lasted like 20 minutes before they finally got the hand. It also happens sometimes on under when you lose the ob/ref. Unfair IMO and I wouldn't do it to a team in the same position.

Though, both teams should have a free rocket launcher soldier available after they've lost their barr/hand to combat this shit. Maybe clue some of you in to why people leave a lot when they lose their HON; the Nod basic infantry plain suck.

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