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Subject: Re: Stupid infantry camping

Posted by [MexPirate](#) on Fri, 12 May 2006 11:08:15 GMT

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ROFL, just because your team wasnt good enough to destroy a base on with no WF doesn't mean its a bad idea to take it out - it means you can put full force in to a rush and know that you are virtually safe from attack in your base (exception of Gunners/Harv Walkers) - all u needed was sniper cover for a stank/flame rush and it would be easy gg. WF early on is nearly as good a target as the pp imo.

Camping infantry - try killing them I find that works best.

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