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Subject: My best Ren Game EVER

Posted by [coolmant](#) on Tue, 10 Jun 2003 20:21:52 GMT

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Commando no. 448 Actually tank rushes are preferred by many people. And I hardly find what has been done 1000s of time before creative.

And the fact that you had more players unexcusable unless it was only 1 more.

Well this tunnel beacon thing is creative, tank rushes are not. And no I don't use this tactic all the time, only when my team that I am on agrees to it. We had the same number of players on each team, we just had more vehicles at the time.

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