
Subject: Re: Time To Admit Something...

Posted by [Renegade](#) on Fri, 09 Feb 2007 06:52:43 GMT

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If, i was honestly playing someone- wrong or not, this would be my first time strategy.
I would play defencive.....mining the tunnel entrances where they cant see them, If It was a map without base defence-
I would rush their HON/Bar with A Lvl Two Engi () Until i blow it up...
Then, as my timed went off- stay by it so it killed me. Hopefully this would give me enough money to get a better tank, and if he was attacking my own base....maybe a mobi...
With that tank, i would hit their refinery next....then the pp, last their Tank building.

Problems with this strategy-

It leaves me open for my own rush, I.E Nuke....
Im probably not good enough with a mobi to take out a SKILLED tank driver....
I may not be fast enough- his strategy may be faster.

Suggestions?
