
Subject: Re: Jelly

Posted by [nukchebi0](#) on Thu, 28 Jun 2012 19:02:26 GMT

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liquidv2 wrote on Thu, 28 June 2012 11:56nukchebi0 wrote on Thu, 28 June 2012 13:53me: That would have happened ten minutes ago if two people had listened to me
Gohax/others: lol no you don't know how to play i know everything lol
actually, the fact that your team held the hill kept GDI busy enough for your short-handed stank rush to actually do any damage at all
had your team given up on arties and done just stanks the chance that GDI would have been patrolling and found/stopped it would have been much higher

just sayin

We had an arty in the base when I left, and one less on the hill would not have had an appreciable affect. The APC targeting the WF in front of me cleared out the repairers, and GDI was shorthanded on vehicles anyways. Three or four stanks were all that would have been necessary and two people could have easily afforded to get them.

Moreover, they wanted to arty rush and then didnt target the AGT when it was damaged and not being repaired. It's one thing to dissuade from a good strategy, but its another to not properly implement your alternative.
