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Subject: Why in the world...

Posted by [=HT=T-Bird](#) on Fri, 22 Jul 2005 18:24:35 GMT

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would ANYONE mass 50-odd light tank wrecks in the back of their base on Hourglass? Do you realize the kind of problem that would be if the other team distracted the base defenses while APC rushing the PP and Ref simultaneously?

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Subject: Re: Why in the world...

Posted by [Dr. Lithius](#) on Fri, 22 Jul 2005 19:07:20 GMT

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Firstly, wreckages do not tally against your total vehicle count. Secondly, if the person(or persons) doing this were able to actually convince everyone on their team in a 16-on-16 game to Light Tank Rush, the other team would be thoroughly screwed. At least two buildings would be goin' down in that rush. I know. We did a Light Tank Rush on Field once and knocked out the opposing team's AGT and almost nuked their Refinery. It was fun.

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Subject: Re: Why in the world...

Posted by [Lijitsu](#) on Fri, 22 Jul 2005 21:55:40 GMT

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Yeah, Light Tank rushes can catch GDI off-guard if they aren't expecting one. I expect a rush every five minutes in the game, and that's why I'm the best spotter. The 500 Cred sniper's rifle also serves to detect enemy cloaked units or loud tanks. Albeit it's harder to detect SBH, the Stealth Tanks are easily recognized because of their distinct engine noise.

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