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Subject: Basic combo of Tanks

Posted by [Anonymous](#) on Tue, 07 May 2002 16:43:00 GMT

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To win in a game you requires a combination of tank that will work greatest against the other team. This is what I think about the core combination of tanks should be for GDI and Nod. Nod: 2 Light2 Art1 Flame1 StealthGDI: 2 Med2 MRSL2 Mammoth Each side will have 2 spaces to support their attack and also depend on the map type. Mammoth will have two uses as the cannons have longer range but with less damage. The tusk missiles have more damage per a shot and have larger splash that can kill people even when they are inside buildings which will allow it to cover both stealth and flame. The main fighting force for both side should be Med and light tank.

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Subject: Basic combo of Tanks

Posted by [Anonymous](#) on Tue, 07 May 2002 17:40:00 GMT

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I really think flame tanks are pointless in armor fights -- u just have to drive away from them. In my opinion replace it with some light tanks, those things are so hard to hit with a good driver.

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Subject: Basic combo of Tanks

Posted by [Anonymous](#) on Tue, 07 May 2002 18:17:00 GMT

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8 artillery tanks all aimed at 1 thing GDI ADVANCED GUARD TOWER UNDER--DESTROYED GDI just sux except the orca so 8 apcs!!!!

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Subject: Basic combo of Tanks

Posted by [Anonymous](#) on Tue, 07 May 2002 18:52:00 GMT

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Flame tank can break up the GDI armour formation quickly and can throw the GDI armour into chaos.

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Subject: Basic combo of Tanks

Posted by [Anonymous](#) on Tue, 07 May 2002 19:09:00 GMT

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Armour? You English, buddy? j/k But I think that GDI has the advantage of teamwork. Use the "Distract and Destroy" technique I've been wanting to use. Get a Med/Merl shooting at a building at one end of the base, then 2 apc's go for 2 different buildings. 3 other meds pincer the forces going for the lone med/merl, then attack any last building that has been untouched (but their priority is the Oblisk of Light) The idea is to distract every dumb engi and soldier so only skilled players are

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left, and they should be few and far apart, in theory. Overwhelm them, then destroy the trickle of fighters coming through. If done right, you should cripple the enemy base quickly, and have a few tanks left on defence.

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Subject: Basic combo of Tanks

Posted by [Anonymous](#) on Tue, 07 May 2002 22:25:00 GMT

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That would be great if you had the organization to pull it off. The coolest tact I've ever seen was on the lower level of city. A mammy was trundling down the road, still at the far end, when a mobArt appeared from our base and fired. It just kept trying to get into range while under fire. Then two light tanks, myself and a bud, ambushed it from the narrow passage. He was just firing blindly and couldn't hit a thing. He was ignoring the mobArt and we were too fast for him to hit well! We also tried this on meds, with varying success.

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