
Subject: A Teamwork Attack!!!!!!!

Posted by [Anonymous](#) on Tue, 14 May 2002 19:29:00 GMT

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If you were im a game with 40/40 players, and all acted like teammates, what kind of attack would you suggest, using all 40 players? List the map too.Some of these might be useful

Subject: A Teamwork Attack!!!!!!!

Posted by [Anonymous](#) on Tue, 14 May 2002 19:42:00 GMT

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with 40 players? rush with ANYTHING and you win...

Subject: A Teamwork Attack!!!!!!!

Posted by [Anonymous](#) on Tue, 14 May 2002 20:36:00 GMT

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10 People charge straight into the tunnel and place all the C4 on PP or refinery and defend the C4 on Volcano.Go into the tunnel in canyon but head for Hand or Refin.In city as GDI get a bunch(4-5 will do) and charge straight to the obelisk and blow it up.

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Posted by [Anonymous](#) on Wed, 15 May 2002 01:42:00 GMT

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Try getting eight APCs and fill each with say four people. The remaining eight people can defend. Then you rush two APCs for each building gunning down any resistance.Or then, buy eight, say med tanks, and occupy each with two people. One to drive, other to repair. Then just attack one building at a time. This also should allow lots of people to defend.But generally, I'd agree with this: quote:Originally posted by SolidSnake:with 40 players? rush with ANYTHING and you win...Except infantry of course.

Subject: A Teamwork Attack!!!!!!!

Posted by [Anonymous](#) on Wed, 15 May 2002 03:53:00 GMT

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Don't think to simple about 40 people. I played a lot of 40 people games and its very hard but worth the ladder points if you are number one. (350 - 450 ladderpoints but you can lose 300 points to)We had a the map hourglass and we where nod. They destroyed everything except the airstrip. And we did only defending. And we won with 5000 more points.Same happened to me with gdi hourglass. If they destroyed you base defense. Then everyone has to stay in the base for defending and you will win.If you want to win you have to got a nice team. It's not worth that one

flamer heads for the enemy base and 1 minute later another flamer etc. You have to go all at the same time and thats just the big problem. In hourglass let in the begin know that everyone have to buy a flamer if nod and wait behind the hand of nod so that the enemy will not see all the flamers. And if you got something like 10 flames. Let 2 flames attack right 2 left and the rest from above. But its all about teamwork yes. And know whos at the base and whos not.

Subject: A Teamwork Attack!!!!!!!
Posted by [Anonymous](#) on Wed, 15 May 2002 08:20:00 GMT
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quote:Originally posted by eae:Except infantry of course. Whats wrong with infantry? if enough 1k infantry (PIC is best) you can stop allmost ANY tank rush in second (depends how many n00bs are on your team though...

Subject: A Teamwork Attack!!!!!!!
Posted by [Anonymous](#) on Wed, 15 May 2002 08:33:00 GMT
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quote:Originally posted by Super Dan:Whats wrong with infantry? if enough 1k infantry (PIC is best) you can stop allmost ANY tank rush in second (depends how many n00bs are on your team though... Well, the AGT would definately kill you. The obelisk is slower. But, I still think the infantry rush wouldn't work (as well as tanks) in a 40 player game. And the whole idea of attacking is that you destroy the enemy buildings. quote:Originally posted by Kirovy1234:what kind of attack would you suggest, [May 15, 2002: Message edited by: eae]

Subject: A Teamwork Attack!!!!!!!
Posted by [Anonymous](#) on Wed, 15 May 2002 08:35:00 GMT
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quote:Originally posted by dmc321:And if you got something like 10 flames.

Subject: A Teamwork Attack!!!!!!!
Posted by [Anonymous](#) on Wed, 15 May 2002 21:36:00 GMT
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quote:And if you got something like 10 flames..... u cant get 10 flamers limit of 8 vehicles and 30 mines.

Subject: A Teamwork Attack!!!!!!!

Posted by [Anonymous](#) on Thu, 16 May 2002 01:30:00 GMT

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quote:Originally posted by Bull Dawg:Quote:And if you got something like 10
flames.----- u cant get 10 flamers limit of
8 vehicles and 30 mines.8 per team..... what the ****are you sure.
