
Subject: Braveheart Theory

Posted by [Anonymous](#) on Wed, 12 Jun 2002 13:29:00 GMT

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I was doing some thinking on the crapper (where all men do their best thinking) and I was thinking about what movie I needed to convert to DivX for a friend of mine and it hit me like my girlfriends cooking, why not try the Braveheart thing? I mean, if your in a 40+ game, why not get into a buggy and rally the troops consisting of nothing but Engineers/Hotwires and rush the friggen base? The Oblisk/AGT can't obviously kill everyone right? After I finished pinching my corn studded loaf, I went online to Gamespy and tried my theory.....needless to say, I could only get 3 n00bs to test my theory.....that didn't go over so well and our rush lasted but 3 seconds, it would have lasted longer if GDI didn't have so many dam Mammoths blocking my path.....oh well, at least I had the chance to mount my Buggy and scream "Freedom!" (and shortly after I was sniped).....

Subject: Braveheart Theory

Posted by [Anonymous](#) on Wed, 12 Jun 2002 13:43:00 GMT

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Too true! Too true!It would be a marvelous strategy if you could get enuff people to pull their heads out of their arses and work for the TEAM instead of for themselves.I was on a game this morning where BOTH teams did this at the same time! WEIRD!! Simultaneous engy rushes...2 minutes into the game and both sides were missing two buildings each!

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Posted by [Anonymous](#) on Wed, 12 Jun 2002 14:05:00 GMT

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I will try again tonight If I play, I shall have my revenge!

Subject: Braveheart Theory

Posted by [Anonymous](#) on Wed, 12 Jun 2002 14:46:00 GMT

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quote:Originally posted by JunoReactor:I was doing some thinking on the crapper (where all men do their best thinking) and I was thinking about what movie I needed to convert to DivX for a friend of mine and it hit me like my girlfriends cooking, why not try the Braveheart thing? I mean, if your in a 40+ game, why not get into a buggy and rally the troops consisting of nothing but Engineers/Hotwires and rush the friggen base? The Oblisk/AGT can't obviously kill everyone right? After I finished pinching my corn studded loaf, I went online to Gamespy and tried my theory.....needless to say, I could only get 3 n00bs to test my theory.....that didn't go over so well and our rush lasted but 3 seconds, it would have lasted longer if GDI didn't have so many dam Mammoths blocking my path.....oh well, at least I had the chance to mount my Buggy and scream "Freedom!" (and shortly after I was sniped).....Its a theory...sounds good...well,

so does communism.

Subject: Braveheart Theory

Posted by [Anonymous](#) on Wed, 12 Jun 2002 15:46:00 GMT

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quote:Originally posted by JunoReactor: The Oblisk/AGT can't obviously kill everyone right?I have battlefield experience that proves otherwise. Twelve Nod soldiers walked into the base, none made it even half way to the AGT. (we were in the tunnels, rushed on both sides) (map was city)

Subject: Braveheart Theory

Posted by [Anonymous](#) on Wed, 12 Jun 2002 15:54:00 GMT

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quote:Originally posted by GDSlavik: quote:Originally posted by JunoReactor: The Oblisk/AGT can't obviously kill everyone right?I have battlefield experience that proves otherwise. Twelve Nod soldiers walked into the base, none made it even half way to the AGT. (we were in the tunnels, rushed on both sides) (map was city)The AGT is a little tricky, but the Obilisk can be outrun because I've done it several times.....I've also outrun the AGT on Hourglass when 6 of us rushed from the tunnel (Gunner).....
