
Subject: Last Ditch Tactic

Posted by [Anonymous](#) on Thu, 18 Apr 2002 15:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

The enemy used this in my game and we only won by 400 points. They had all of their buildings gone except for their barracks. We had all our buildings. How would this happen you ask? Well, my team was not full of "n00bs." We were tricked. The enemy holed up in a tunnel with several special character classes and some Hotwires. The Hotwires surrounded themselves with proxies and repaired their team members quickly. My side kept getting tons of special character classes into the tunnel, but nothing came out. This went on for a while. Meanwhile, they're side had base defenses of special characters, and very few of us were assaulting the base because we were content of ridding that tunnel of potential threats to our buildings. The truth was, they were baiting us. They were well fortified, and just kept getting points from kills. Soon they jumped from losing by 3000 points to losing by only 400. I must admit, I was fooled by there tactics. If you plan to use this, never do it without hotwires, proxy defense, and a few \$1000 characters. If you plan to defend against this, just have a few people defend the end of your tunnel in case the enemy decides to strike and attack the enemy's base.
