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Subject: Re: Army attack on public server

Posted by [havoc9826](#) on Sun, 16 Apr 2006 23:08:54 GMT

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Masses can fail or succeed, and this is contingent upon two things: the amount of teamwork the massing team has, and how much advance notice of the rush the defending team gets by spotting the shells early. Rushes involving masses are quite common over at Black-Cell Marathon, and so are mass defenses. Here are a couple links to posts with screenshots of record numbers of mass shells:

<http://ircd2.lomag.net/~wtdragon5/forum/index.php?showtopic=1638&st=945&#entry60773>

In this first one, an admin made noobernxc fly so that he could take the screenshot.

<http://ircd2.lomag.net/~wtdragon5/forum/index.php?showtopic=1638&view=findpost&p=66001>

In this one, you can see a chinook dropping an artillery; this is part of Black-Cell's !buyveh command, which lets your team buy one vehicle every 2 minutes to surpass the limit, as long as the wf/strip is alive.

I also have a couple of Fraps videos. The first one is of a thwarted 8-light tank rush, and the second is a successful 8-medium + 2 mammoth tank rush. Here are the links:

<http://bcserv5.black-cell.net/~pub/havoc9826/thwarted%20light%20mass%20rush.wmv> - 10.3

MB

<http://bcserv5.black-cell.net/~pub/havoc9826/successful%20medium%20mass%20rush.wmv> - 13.2

MB

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