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Subject: How to win.

Posted by [JiggakoZz](#) on Tue, 30 Sep 2003 22:35:19 GMT

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xpontius"infantry"?

noooo

Well, I was in a hurry, but yes, infantry.

That is, if you play in servers larger than 20 people.

Why do you think it's nearly always a victory for GDI if you let the WF die?

I'll tell you why:

- 1) Your team has no more tanks to leave the base with, so everyone's in the base, which makes it easy to disarm beacons.
- 2) The enemy will now come to you, because they think they have you on the ropes.
- 3) A few good moderately skilled snipers can easily shoot tanks that will come to the base.
- 4) All of the n00bs don't have tanks for the other team to shoot at.
- 5) N00bs LOVE getting Mobius/Mendoza and PIC/Raves... and 3 or 4 can stop any semi-organized rush.

BAM, times run out, you win...

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