Subject: FT's

Posted by Anonymous on Thu, 22 Aug 2002 12:00:00 GMT

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It me ive teh newbies/n00bs alike out there a bi of adviceFlame Tanks re NOT Nods best weapon, they are actaully POS, FTrushes ae FAR to easily stopped, any veteren player should know by now that ST's are far superier, with cooperation of course. i hate it when everyone wants to FT rush and there are 50 GDI tanks out there hitting them before they leave he base..well, FT's suck, my words of advice

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Posted by Anonymous on Thu, 22 Aug 2002 12:22:00 GMT

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I like when Nod ST rushes, but all the STs open fire before they get to the base. Nice way to spoil the surprise.

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Posted by Anonymous on Thu, 22 Aug 2002 12:24:00 GMT

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heh, yea, those ruches RCK, i mean, the idea of stealth isnt to be stealth, is it? anyways, teh ST's min advantage is that it can hide in teh fields, waiting for teh meiums/mammys to roll by, then rush teh AGT while no one is around to defend, 9/10 tims it works, only well balaned teams (clan matches usually) have a chance of stopping it, especially if there are 3 or more

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Posted by Anonymous on Thu, 22 Aug 2002 12:29:00 GMT

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but before you start a st rush make sure you've taken out the gdi tanks in the field if they are camping out. I'v seen games where nod tried to do a st rush against med tanks and pics camping out in front of nod's base. The first thing you should do it kill the tanks so you get a small window to bring out the st's while GDI comes back with more tanks

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Posted by Anonymous on Thu, 22 Aug 2002 12:36:00 GMT

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ussually when me and teh "boys" execute tis, we ignore the tanks. the objective is to use stealth adn sneak into the field, or go BEFORE teh tanks come. if he tanks are already at teh entrance, tehn of course we psuh tehm back. we also do not send everyone on these kind of attacs, for if

doen right it only needs 3-4, adn teh rest can stay on D with techs and artillerys (in case u didnt know artillerys make for the BEST defense when combined with a technicion

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Posted by Anonymous on Thu, 22 Aug 2002 14:50:00 GMT

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i gave u 5 stars JR coz u r only on one, and u r so good, and another good trick is if u see a gap in the GDI tanks when they r right outside your base, slip a few stealth tanks out ehin them and hit the from behind, usually, they have lost about 2 tanks b4 they all know what is going on, i always do this

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Posted by Anonymous on Thu, 22 Aug 2002 22:15:00 GMT

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Hey everyone! "Teh."Lamer.

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Posted by Anonymous on Thu, 22 Aug 2002 22:23:00 GMT

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I'm pretty sure he didn't intentionally misspell those words...Surely he knows other languages and has barely fluent English.

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Posted by Anonymous on Wed, 28 Aug 2002 20:28:00 GMT

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is amazng how many arrogantdumbass's crawl withen the walls of WW's forums... it seems i cant even mis type the without being accused of being stupid, wel, \*\*\*\* YOU, typos happen go \*\*\*\* a donkey

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Posted by Anonymous on Thu, 29 Aug 2002 17:21:00 GMT

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Wow. It looks like the US school system is working. I hope you never become a professional worker, lawyer, scientist, business person or webmaster. It's called proof-reading, do it. By the way, Flame Tanks are great when used with support from all the other Nod vehicles. Just like

every other RTS game. Don't focus on one particular unit. [ August 29, 2002, 17:23: Message edited by: thousand\_sun ]

Subject: FT's

Posted by Anonymous on Sat, 31 Aug 2002 20:58:00 GMT

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guys, ack is harmlessdid you not notice his smiley? ^heheheh...Teh