
Subject: Forget the APC rush... (about flying vehicles)
Posted by [Anonymous](#) on Wed, 27 Feb 2002 05:00:00 GMT
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why run directly at the power plant and be left with 50 health by the time you get there?... its easier to just run for the wall of the hand... then wait for the obelisk to finish charging you you have a free run at the refinery or the powerplant, both with a risk of health being shot away, or just turn around and go into the back entrance of the hand o nod... then your set... you can just blow the hand(like ive done soo many times) or blow the powerplant(which i have done sooo many times)... then leave the hand o nod and runn for the airstrip... then if your a poor engy/hw with no place to go... wait for the next flame tank arrives and flame RUSH!!! use their own tactic against them... even easier to destroy the airstrip since your already there... in a successfull run you can leave them with only basic infantry... hahahaha... heheh...
