
Subject: About taking damage

Posted by [Anonymous](#) on Wed, 08 Jan 2003 15:01:00 GMT

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You want to preserve the stuff you buy as much you can.... so you can live to fight another day..... you should note that the cash is limited and there is only one harv.... where as in the RTS you can make 5 or 6 to keep a steady cash flow..... you also must take into consideration the 10 tank limit..... plus people think about their personal stats.....and even if there were a rush who would use 1000 cred units to rush with in a RTS? people who buy mob's raves powersuits, sakuras, mendoza's, and Hovocs don't want to rush because it would be a waste of cash..... if they had a free soldier they'd rush....because they are meant to be rushers.....on RA2 you don't see people in a serious match rushing with 50 tanya's....Besides rushing is pointless after a certian point..... it just wastes units and allows the enemy to gain ground while you regroup..... don't fall into the trap of the moronic endless rusher....
