Subject: good rushes Posted by Anonymous on Sun, 06 Oct 2002 14:13:00 GMT View Forum Message <> Reply to Message

It depends what map. Like in under theres no real need for a rush because you can seige the base but in maps like hourglass a flame rush with a few apcs and MAs on the hill works well. Thats if you can get your team to play as a team.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums