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Subject: Good Field Strat

Posted by [Anonymous](#) on Sun, 21 Jul 2002 09:47:00 GMT

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I just personally think that the flame rush is overestimated on the pub servers (and expected) and the stank rush is underestimated/unexpected. On City\_flying, you can own with 4 stealth tanks coming through that gap. If they make it through, the factory is toast. I'm starting to see stealth tanks being used more often in rushes though, so maybe it's not completely futile. On field, a couple stealth tanks and an artillery or so can really do some damage.

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