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Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 09:43:00 GMT

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that guy's info showed that they each take 28 seconds for a building kill. However, they have more range, so I suppose you could say they do more. The problem with a pure stealth rush is that they only have 200/200 and flames have 400/400. A flame rush backed up by a few techs in stealths work well. I often use that to get to the GDI pp in under. It doesn't always work, but if the agt doesn't shoot you and they don't have tanks blocking the path, you're home free.

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