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Subject: Why Why Why

Posted by [Anonymous](#) on Sun, 26 May 2002 05:37:00 GMT

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The problem with light tanks is that most likely GDI will have some med's and maybe a mammy Unless you get it coordinated right off the bat there's no way lights will overrun a GDI base Especially since there's a few people who are crack shots with tanks and can take down 2 or 3 Lights easily and Stealth's are just too \*\*\*\* pricey to rush with them and your paying for stealth not armor Stealth doesn't fool the AGT The tried and true method of flame rushing AGT's works perfectly Worked in the first C&C and works now

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