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Subject: Please Read! Best Flame Rush Stoppage  
Posted by [Anonymous](#) on Sun, 21 Apr 2002 14:19:00 GMT  
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When there are enough players a single building can be defended forever. But back to the original post, yes GDI has mean infantry, and people seem to forget that tanks without infantry support, are much much much easier to take out, then just infantry. It doesn't matter which side I'm on but if I can't take out the powerplant/refinery early on. I always go for the infantry producers not the tank producers. Infantry is much more important then tanks. On maps with fixed defences tanks are more important, because penetrating those bases is extremely difficult to organise without vehicles, especially against GDI. \*Reading my post; so it does depend on # of players, map, team ability etc. afterall.\*

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