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Subject: Contrary to Popular Belief...

Posted by [Anonymous](#) on Thu, 18 Apr 2002 22:56:00 GMT

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3-4 FT or 3-4 Stank rush still beats the crap out of flying maps. If Nod can pull it together GDI is \*\*\*\*ed. Since I take it most pubs are pos jackathons, this is of no vital use. Yet WW has confidently assured me and we have proven the Nod tank rush will still work 90\% of the time. Air units are simply crap, and in hour long games just point fodder for rank pushing in ladder games. This and it sucks that the sniper is ultra uber now. I think the snipe rife should do \*\*\*\* against the air units and that Rave/Spic should be the anti air infantry, just so the game would be mixed more on infantry. I dont want to go into a pos pub and see 10 snipers. That games pants, pure pos pants, and any beta tester will agree.

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