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Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:33:00 GMT

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I look at it this way:the flame tank is a really fast and powerful version of the med tank that doesnt have to reload. That and on maps with defenses, the only thing the AGT can kill is infantry and buggies. GDI needs that extra D.Other than that all of GDI's units are slow. The term "rush" and "GDI" just dont go together. [ April 14, 2002: Message edited by: StuntCorpse ]

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