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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:32:00 GMT

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quote:Originally posted by Whowhere:Best tactic I've come across on City, only works for GDI. When everyone has 450 credits, buy about 3-4 MRLS. Along with Hotwire support. Take the high road and head towards Nod base. Fire on the refinery. With 3 MRLS it should suc\*\*\*b within seconds, especially if most of the Noddies are trying to kill your harvester. Works great.. as well as the 3-4 Mobile Artillery units that just destroyed your power plant. The best plan for GDI on that map is definitely to do whatever it takes to prevent an organized flame rush. In your example above, if Nod waits to save up for flames then they'll be hurting pretty bad once you arrive.

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