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

Posted by [Anonymous](#) on Fri, 12 Apr 2002 17:40:00 GMT

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ok, well it may not be initials but I prefer to say NOD so it sticks out it only makes sense if one is capitalized so should the other? What's the point in 4 meds and 2 mammy? Why not just get 6 meds, or better yet, 3 meds and an APC full of engines much cheaper, and the first is just overkill... Also, never get a 1000 character with a beacon unless you're incredibly rich. Sydney and mobius aren't even that good against infantry either, and beacons should always be played as suicide missions, it works better defense. The best character to be in a vehicle with is engy/tech, DONT BE A SOLDIER IN EARLY APC RUSHES! It's pointless and remote c4 is much better against a building than... bullets? The best to beacon with is either engy, to remote the beacon up, if ur good with a pistol either that or stealth black hand, which is best, and if you're poor, a shotgun trooper. because you can't do **** to advanced characters with a machinegun, but at least if you get close u can have a chance with shotty...^^irrelevant?^^
