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

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:04:00 GMT

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quote:Originally posted by CDRREMLAP:What is the best rush for GDI? As compared to the Flame tank rush of NOD.Please list what and why. Thats just it...its not easy to do a rush with GDI on bases with defenses. If you have teammates that cooperate just about anything can be used to rush except hummers and mrls's I would think med tanks would make a fearsome rush if people actually ignored the mammoth for a game or so and charged the enemy base with just mediums. I'd say mammoths would be a good one to "rush" with but by the time you get to the enemy base theyve got flamers by the dozen heading right for ya or already in your base toastin' marsmallows over what used to be your AGT. But plain and simple GDI can kick butt if the team sticks together. The best games ive played were in maps that the Nod team beat down all the buildings except one then the team bonded to that building like super glue and NOTHIN could touch it. Even when base characters is all we had. Maan its awesome what can be done when people actually try to team up.

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