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Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Tue, 02 Apr 2002 21:15:00 GMT

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You probably need to try this on the 80 player game on Gamespy or the 100 player to have enough men power to do the job. (With like 30 or 40 players to charge towards base defences) Most likely every one is going to be toasted by AGT if Nod but GDI may have a chance to succide the rush. You also need to watch out for the incoming enemy harvester which could likely finish the rush in no time at all.

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