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Subject: Re: Rush VS. Non-Rush?

Posted by [mision08](#) on Sat, 09 Jul 2005 19:05:50 GMT

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Quote:Wow. You're an asshole.

Thank You, this often times goes unnoticed.

What about city and glaziers? I start rushing at city @300+ credits and don't stop till im forced to. I think it's important for gdi to keep consistent pressure on nod with rushes (at city). If you have 4 players that stick together and rotate the purchase of apc, hotwires and the occasional ion, you will catch nod in the wrong place eventually. And if you don't, they will sit on the air strip until they have 6 or 7 stanks to rush with. As far as rushing with a light tank, there is no such thing. A light tank is for shooting other vehicles, it doesn't have the destructive power that a stank or flamer has when shooting a building. It is nothing more than a low profile apc with a canon and half the payload.

PS. can someone please edit this and paste the edited version in their reply so I can quickly fix the errors.

Quote:Wow. You're an asshole.

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