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Subject: Re: The losers tactic...

Posted by [mrpirate](#) on Mon, 17 Apr 2006 14:51:50 GMT

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How does rushing require any skill? All you have to do is drive forward and shoot at a building. A monkey could do that. If you ask me, more skill, as well as teamwork, is required to hold a position like the top of the hill. After all, to keep the hilltop you have to consistently be better than whoever is trying to take it back from you, not just rush them en masse. Also, I'd say that rushing is less likely to be successful than "hill camping." When I think of games where GDI has won Hourglass even after losing the AGT or Power Plant, or whatever, it's because instead of putting sustained pressure on GDI and grinding them down, Nod keeps trying to rush with 3 or 4 Stealth Tanks against a base full of Mammoth Tanks and PICs and Mobiuses. GDI can stop the rush and get a comfortable points lead. It's far easier to win a game if you can control the field rather than hope that your enemy is too disorganized to stop a rush.

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