## Subject: Infantry rushes
Posted by topcap on Tue, 15 Jan 2008 19:56:58 GMT

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Why do these never happen??? instead of vechs why not infantry to rush more; there is no limit and you are a smaller target

But and a big but  you can also get ran over by stanks be snipered and the ob/AGT will be able to kill you easier.

## Subject: Re: Infantry rushes
Posted by Spoony on Tue, 15 Jan 2008 20:47:08 GMT

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because they're much slower, less powerful, and far easier to stop

## Subject: Re: Infantry rushes
Posted by sadukar09 on Tue, 15 Jan 2008 21:00:28 GMT

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topcap wrote on Tue, 15 January 2008 13:56Why do these never happen??? instead of vechs why not infantry to rush more; there is no limit and you are a smaller target

But and a big but  you can also get ran over by stanks be snipered and the ob/AGT will be able to kill you easier.
You answered your own question. Why create a topic about it?

## Subject: Re: Infantry rushes
Posted by Starbuzz on Wed, 16 Jan 2008 00:08:32 GMT

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sadukar09 wrote on Tue, 15 January 2008 15:00topcap wrote on Tue, 15 January 2008 13:56Why do these never happen??? instead of vechs why not infantry to rush more; there is no limit and you are a smaller target

But and a big but  you can also get ran over by stanks be snipered and the ob/AGT will be able to kill you easier.
You answered your own question. Why create a topic about it?

LOL

## Subject: Re: Infantry rushes

Posted by Dover on Wed, 16 Jan 2008 00:25:04 GMT
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Shotgun rush over the bridge in C&C_City_Flaying?

Subject: Re: Infantry rushes
Posted by The Elite Officer on Wed, 16 Jan 2008 16:56:41 GMT
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NO?!

Subject: Re: Infantry rushes
Posted by bisen11 on Wed, 16 Jan 2008 20:35:53 GMT
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Sometimes there are. The most common ones I see are Gunners on Mesa to take out nod ref and havocs + beacons on feild to take out ref.