
Subject: good rushes

Posted by [Anonymous](#) on Wed, 09 Oct 2002 21:53:00 GMT

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As others said, depends on the map. City_Flying can be great for stealth rushes...take out the infantry barracks and then everyone heads for the power plant. I have seen that work more than once. I have also seen flame rushes work on that map as well. Flame rushes don't fare as well on long range maps, especially if the enemy has a row of meds waiting for you. I found that out the hard way a few days ago. We tried a flame rush. GDI was waiting with like 4 to 5 meds. Now if we would have stealth rushed we could have waited til GDI pulled out, then sneak in and attack the AGT from the hill. Live and learn. Having scouts can help you plan what rush is best.
