
Subject: infantry oblisk rush needs to be done more often
Posted by [Anonymous](#) on Tue, 13 Aug 2002 18:03:00 GMT

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no one ever does this. It would work great against the oblisk. Take HOurglass for an example. 2 engies rush from the left tunnel exit and 2 from the right. Whatever happens 2 are guareenteed to make it. 2 engies can take out the oblisk no probs. Another map, city, this is possible here as well, get 4 engies, send 1 rushing and then 3 go in keeping there distance from each other apart. Once gain 2 will get in no matter what happens. this can be done on many maps... but no one seems to want to do it
