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Subject: Please Read! Best Flame Rush Stoppage  
Posted by [Anonymous](#) on Tue, 23 Apr 2002 07:40:00 GMT  
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quote:Originally posted by Accurain: The two maps GDI infantry defense happens most on is Islands and Hourglass. Myself I'm starting to think no tanks is a much better defense. Mobius and Sydney can shred through flamers like nothing else. Stealth tanks go down stupidly fast as well. I've now been on the winning GDI team 5 times on Hourglass and won by points when our WF has been taken down (played Sydney each time). There is nothing like a Mobius to defend a base against flame rush! As for the art, use Havoc! You could be surprised how much damage he deals to those nasty things!

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