
Subject: Flame rush vs. GDI tank rush

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:46:00 GMT

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WHY doesnt GDI ever charge the base???? Here's a little story to why they should. I was playing Hourglass and Nod did the usual Flame tank rush. In fact they did it twice, both times unsuccessful and each had at least 4 flamers in them. I was trying to rally the troops into attacking them with med tanks and mammies, we never did. But a mimmie was the only 1 to answer the call. So he and I decided to try and kill the obalisk ourselves. The sad thing was we were successful. It took us 2 tanks to do what 10-14 flamers couldnt. Its really simple, have a mimmie go over the hill first firing and continue to fire while going down the hill. This will draw the obalisk to fire on it. The medium tank(s) rush down to get next to it. This is what I did....I rushed down the hill as fast as I could, the obalisk got 1 shot on me before I got next to it. By the time I got there it has down to about 5/8 health. I placed my turret pointing at its door and shot the MCT and any engi tryin to repair it. Not to long after that my tank was destroyed and I walked right on in there. I placed my remote mines first cause I figured the 2 would destroy it, they didnt but came very close. I planted the proxies on it and somebody respawed, we blew up their obalisk. From the time it took my to buy another medium tank and get to their base, GDI tanks were everywhere destroying their base. It was sweet justice. The point is I have never seen GDI charge a base before for some odd reason, and when I and another player who didnt care about his mammoth drove over that hill it ended the game for Nod. It really works well, just cause GDI tanks can shoot farther doesnt mean that camping will kill it, you gotta go in their and get any engis repairing it and you should destroy it.
