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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Sat, 13 Apr 2002 11:35:00 GMT

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Three mediums, one or two mammoths (depending on monetary constraints), and two MLRS in tow. As you attack the base, the MLRSes can stay back and help pound structures. And KEEP PACE WITH THE MAMMOTH. Combined assaults rarely fail - so that's why I get so p\*\*\*ed when people break them off because of an empty harvester...One map this WON'T work on is Field.

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