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

Posted by [Anonymous](#) on Fri, 12 Apr 2002 18:06:00 GMT

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i think it's just a sort of defensive hesitation on the part of gdi to actually go into the base that keeps the rushes from happening. when you're in a flame tank, you must get close to a building to damage it, but a medium can stand off and damage it. the only problem with that is that you're blocking the guys behind you from getting to shoot at it. don't look at the medium and mammy as long range "stand off" weapons. just go in and rush!!

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