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Subject: A Little Comparision about nod and gdi  
Posted by [Anonymous](#) on Mon, 01 Apr 2002 18:25:00 GMT  
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Your observation about the difficulty of coutnering the four to five flame tank rush is well taken. This is often very very true. If the enemy gets that many tanks together, if your team isn't highly organized, the game is over. But, I've countered several of these rushes before quite well, especially on Field. But, of course, you need several people to help. Having two MRL's out side of your base early on can effectively crippile and oncoming rush. With two MRL's it is usually possible to destroy at least two or three of the incoming flames....but I prefer to take each one down to about 1/2 health...that way when they round the corner, the agt has a very easy time eliminating them. The only way to counter a four/five FT rush without everyone in the AGT is to see it coming from afar, and deal it some good inital damage before it gets near your base. If the first you know of the flame rush is the telltale halo of fire coming around the corner into your base....get ready to play the next map.

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