
Subject: The **** flame tank is to strong on no base defences maps

Posted by [Anonymous](#) on Thu, 07 Mar 2002 14:23:00 GMT

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This is why GDI needs to get 2-4 MLRS out into the field as soon as possible and if possible, pound a building from two sides at once. Early MLRS rushes are the things that upset Nods basic attack ability. Thus when your MLRS goes down you then buy all mammoths and roll on the Nod base. Yet, at 800 bucks, Nod can have 4-8 FTs in your house burning it down and GDI only have 800 to buy vehicles which is too late, or cheap infantry which is in-effective against such large numbers. GDI has to go in with the early MRLS rush! It's a great weapon, just learn how to use it.
