

---

Subject: Re: Rush VS. Non-Rush?

Posted by [mision08](#) on Sat, 02 Jul 2005 18:30:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Remember it is The Brotherhood of Nod, I think. No, remember that no one really gives a damn. To the topic at hand, or is it Hand? Is it a question, or a statement? Should it be a period or a question mark? Did I place a comma in the correct place, or did I need a comma? It depends on the map, the number of players, the timing of the decision, and what the enemy is doing (Meds camping or whatever) I'm sorry, medium tanks camping. At Hourglass, one Brotherhood of Nod apc (or is it Brotherhood of the Nod) can take out the PP (GDI power plant structure), yet 7 flamers (Nod flame tank units, hmmm I'm not sure, call me on this one) can also get crushed in short order. That is inconceivable I know, but it happens. I would still take my chances with the 7 flamers though. This is my own personal rant on the misuse of stealth units. Purchasing any stealth unit at Hourglass with the AGT (Advanced Gaurd Tower or is it advanced gaurd tower) still operational baffles me. Who are you going to hide from, and where would you hide? But I digress. In summery, I have no idea. Just go with the flow, If your team gets artys (Nod Artillery Units or Nod artillery units) then you should probably do the same. If you don't know what you should do, get an eng and support your team, or defend the base. You can learn so many tactics for attacking by simply defending.

I know that this must be hard to read, and I do apologize.

Rant alert!!! This is why I hate people. We would never speak to a complete stranger face to face the way we will in a forum. We are almost always nice to people that we meet, and treat them with the utmost respect. However we will treat people we know and love and see everyday (or in this case don't see at all) like shit. This is just an observation. Please, let the bashing begin.

---