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Subject: Re: Here is a fun stratigy for GDI!  
Posted by [Dover](#) on Thu, 13 Jul 2006 03:38:44 GMT  
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An APC rush is expected. This isn't.

In addition, engies are free, and the ob doesn't even collect the two (2) points for killing one.

Don't get me wrong, I'm not defending this stupid idea. There's no way to get 15 people to cooperate in such a ludacris idea, and even if they did cooperate there wouldn't be anyone in the GDI base to defend. With buggy rushes and early APC rushes as popular as they are, that's very very bad.

Not to mention that any basic soldier could easily outdistance, and therefore kill, an engie. One lone \$500 sniper will put this entire strategy in the crapper. And what about Nod soldiers you encounter along the way to the base?

Bad idea

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