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Subject: Re: on a marathon, killing weapons factory early...  
Posted by [EvilWhiteDragon](#) on Sat, 23 Jun 2007 13:03:03 GMT  
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sadukar09 wrote on Sun, 17 June 2007 13:32Yea specifically WHEN idiots on Nod may suggest a flame rush. What they dont know is GDI having a bunch of Mobius and PIC Sydneys...Not smart Only thing Nod could do at this time is may be a mass APC rush with multiple nukes against different buildings. Then ONLY if GDI is extremely coordinated, they will lose a building. (or 2) Or if vehs shells are enabled, Nod can mass light tanks.  
A good flame rush will kill a building before a hottie has time to get in it, so that shouldnt be a real problem, and PICs and mobs are powerfull, but then you would just lose 1 or 2 flames, not really a big deal, just as long as the others can keep attacking.

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