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Subject: Re: Early game Arty and Mrl rushes?

Posted by [Jamie or NuneGa](#) on Fri, 10 Aug 2007 15:14:59 GMT

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mrl rushes on hourglass can be a big surprise but with a well organized team you can repair and let obby finish them,

as for arty on say complex... if you have a team of 8 arty's vs a team all saving for meds gdi will get obliterated.

Also both these vehicles are relatively cheap in comparison to firepower so easy to get, can take out infantry fast also so early game vs a unorganized team will win everytime.

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