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Subject: Re: Gunner Rush

Posted by [liquidv2](#) on Mon, 22 Sep 2008 05:06:13 GMT

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they do more than enough damage to mess a team up early on  
the trouble is you're sending that many people over to rush while your base is left undefended and  
your team has to deal with the entire nod team on their own for however long the rush takes

i've seen nod rocket soldier rushes work early on too; it's hilarious and terrible at the same time

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