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Subject: Stealth Tank rush

Posted by [Anonymous](#) on Mon, 03 Jun 2002 01:28:00 GMT

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You guys have no idea how powerful and effective these rushes can be on non-defense maps like Complex and Volcano, and even on defense maps like City. You can pop up out of nowhere and take out a building in seconds with 2-3 stealth tanks, and with 5-6 forget about that building - it's gone. Timing is key, as well as team coordination. You must have people still on defense as well as people willing to cooperate with the rush. The BIGGEST problem: people unwilling to participate in the rush. This is the demise of all rushes, actually. Don't be afraid to try something new. Also, the beacon in tunnel trick on Field is not a viable strategy. It's too tricky to be effective and leaves your team vulnerable. Timing is so important and is sooo hard to get it right. I wouldn't recommend getting a team of people to do this unless you have plenty of people on the server.

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