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Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 04:55:00 GMT

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quote:Originally posted by JSMaTT:its so annoying on maps like walls where theres no defense everyone becomes hotwires/techs and makes a dead wrong for the structure =/I also hate it when you play something like city or fields when 5 apcs come running for the obliskHow can you stop these mad hotwire/tech rushes without placing 34803849 mines =/The apc/hotwire-tech rush is my preferred tactic But in undefended maps i prefer car/hotwire-tech rush because this is cheaper and faster... When very early rush doesn't succeed, this is often because of - MRL/MA shooting at us. - Car/apc blocking us (in defended maps with agt/ob)- good infantry def which react cleverly when seeing us coming...Hope this could help.

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