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Subject: Re: Rush VS. Non-Rush?

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 03:35:30 GMT

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mision08 wrote on Sat, 02 July 2005 11:30 Remember it is The Brotherhood of Nod, I think. No, remember that no one really gives a damn. To the topic at hand, or is it Hand? Is it a question, or a statement? Should it be a period or a question mark? Did I place a comma in the correct place, or did I need a comma? Wow. You're an asshole. Better you than me, though. I like you, mision. You've got brass ones. Then again, how much brass is really needed to go and make an ass of yourself semi-anonymously on the Internet? The world may never care. . .

At lot of time I'm playing on any general server and our team rushes, we almost always get the hoo-haw knocked out of us. It doesn't matter if we're Nod, rushing with Light or Stealth Tanks, or the GDI(Yes, the GDI. Oh-em-gee.), rushing with Medium Tanks and/or MLRS trucks. Nine times out of ten, rushing is a bad move. Why? Because the other team is, surprise-surprise, plotting to rush us!! Gasp and hor-ror!! Therefore, they have a goodly numbers of vehicles on their side which unexpectedly serve to defend their base. Doesn't anyone just. . .I dunno. . . Use Infantry anymore? I know it's physically impossible to mount an effective assault using infantry on most maps with automated defenses(Not all, but most. Particularly non-Westwood maps.), but seriously. You'd think that someone would have tried it. Advanced Guard Towers, and especially Obelisks of Light, can't open fire on twelve people at once.(Though the Obelisk could fire off three lasers within three seconds, wait five seconds, then repeat, if the game were more like the original Command & Conquer. Harr.) But I digress. . .

I generally don't try and "rush" if I can avoid it. If it happens, it's because some equally-foolhearty blokes are blindly following me into the opposing base with hope in their hearts and spirits high, hoping one of us will be able to do some damage. I used to be a fan of rushes, sure, but I mostly assist in terminating Infantry with Patch/Black Hand units nowadays, weither it be by riding in an APC and jumping out as Engineers/Technicians are throwing C4 every which-way, or by running through tunnels and hitting anything that comes my way. But that's just me.

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