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Subject: Tiberium Rush on Complex

Posted by [The Executor](#) on Tue, 01 Apr 2008 16:13:32 GMT

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Hey something you can do on complex for the first rush is get like 3 enggies all reping each other and run over the tiberium then rep each other then run across the tiberium again. Crouch behind that hump in the airstrip so they weill not see you and run around and go throught the front door to ref. This works better for GDI but NOD can do it too. You can also sneak to the HON from the other tiberium corssing. Just hide behind the long terring stick thing and there you go. When all of the enemy rushes just run into the HON.

I did this once running into the HON and somebody saw me, but they had bought a arty and they got out and ran into HON. I ran out the window and got in the arty and killed there base with it Or I ment at least HON and AIR only ref left.

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Subject: Re: Tiberium Rush on Complex

Posted by [Jamie or NuneGa](#) on Tue, 01 Apr 2008 19:39:37 GMT

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problem with this is its very easy to be taken out by a lone soldier as dodging in the tiberium whilst repping is very difficult.

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Subject: Re: Tiberium Rush on Complex

Posted by [Starbuzz](#) on Tue, 01 Apr 2008 19:57:15 GMT

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MSwindows wrote on Tue, 01 April 2008 12:13Hey something you can do on complex for the first rush is get like 3 enggies all reping each other and run over the tiberium then rep each other then run across the tiberium again. Crouch behind that hump in the airstrip so they weill not see you and run around and go throught the front door to ref. This works better for GDI but NOD can do it too. You can also sneak to the HON from the other tiberium corssing. Just hide behind the long terring stick thing and there you go. When all of the enemy rushes just run into the HON.

I did this once running into the HON and somebody saw me, but they had bought a arty and they got out and ran into HON. I ran out the window and got in the arty and killed there base with it Or I ment at least HON and AIR only ref left.

Amazing tactic! Thanks for sharing!

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Subject: Re: Tiberium Rush on Complex

Posted by [Lone0001](#) on Tue, 01 Apr 2008 21:20:00 GMT

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Proxys and/or Remotes anyone?

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Subject: Re: Tiberium Rush on Complex  
Posted by [The Executor](#) on Wed, 02 Apr 2008 12:41:25 GMT  
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Well the hiding behind the air strip works almost everytime for me and yes a single solider COULD stop you but if you have like 4 enggie you can get away because most likely the only go for one. Anyway I also ment that they not to stand still when they get across the first tiberium just to keep going and shooting the reapiir gun at them. Or if you are GDI go down into the tunnel and take a right and then come out the side entrance (just as fast) and then cross the last tib field next to air.

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Subject: Re: Tiberium Rush on Complex  
Posted by [Herr Surth](#) on Wed, 02 Apr 2008 12:59:14 GMT  
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Doesnt work.

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Subject: Re: Tiberium Rush on Complex  
Posted by [The Executor](#) on Wed, 02 Apr 2008 16:21:25 GMT  
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Stop the bullshit. It does work noob, maybe not on thoes 50 player games, but in a game with 16-20 players it works. Mostly becuae everyone tryies to go to the base. Through the tunnels and pathway because I have stopped them always this way becuae everyone leaves and I defend the base and stop like 4 rushes faggot.

Just because it does not work for you does not mean you need to bitch.

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Subject: Re: Tiberium Rush on Complex  
Posted by [troopr02](#) on Wed, 02 Apr 2008 16:48:53 GMT  
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kool, i will try this, thx!

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Subject: Re: Tiberium Rush on Complex  
Posted by [havoc9826](#) on Wed, 02 Apr 2008 17:46:20 GMT  
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It almost worked in a clanmatch funwar

You can also make it work with chem troopers if you can avoid being seen, since they do decent damage to MCTs even after the timed c4s detonate.

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Subject: Re: Tiberium Rush on Complex  
Posted by [Goztow](#) on Wed, 02 Apr 2008 17:50:40 GMT  
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MSwindows wrote on Wed, 02 April 2008 18:21 Stop the bullshit. It does work noob, maybe not on thoes 50 player games, but in a game with 16-20 players it works. Mostly becuase everyone tryies to go to the base. Through the tunnels and pathway because I have stopped them always this way becuase everyone leaves and I defend the base and stop like 4 rushes faggot.

Just because it does not work for you does not mean you need to bitch.  
I'm usually the lone soldier waiting at that side .

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Subject: Re: Tiberium Rush on Complex  
Posted by [InternetThug](#) on Thu, 03 Apr 2008 00:57:37 GMT  
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havoc nice video but why'd you chuck that remote at such a bad time.

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Subject: Re: Tiberium Rush on Complex  
Posted by [havoc9826](#) on Thu, 03 Apr 2008 02:04:11 GMT  
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If you're referring to the first remote, Fraps + distracting voices = crappy reaction time

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Subject: Re: Tiberium Rush on Complex  
Posted by [Jamie or NuneGa](#) on Thu, 03 Apr 2008 11:58:46 GMT  
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Related to this, tib walk with a couple of engis on volcano has a much higher success rate and is a lot more unexpected.

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Subject: Re: Tiberium Rush on Complex  
Posted by [The Executor](#) on Thu, 03 Apr 2008 12:40:22 GMT  
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^^ Not really because when people run over the bridge they see you and they shoot at you. The one of the best tib rushes is complex and volcano with a chem trooper. Wait till the first rush comes, then with a chem trooper run over the tib field to the GDI PP, or any building really, and throw you time on and wait till it blows. Then use the chem sprayer to kill the rest of the MCT. Because the chem sprayer kills it pretty fast. Although it would be better if two of you went, then you get more damage done.

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Subject: Re: Tiberium Rush on Complex  
Posted by [kannies](#) on Fri, 04 Apr 2008 12:49:53 GMT  
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Something similar.

When you are nod, go though tunnel, bear left, go up stairs an u come out on centre.

Tib field to the left (you can see Bar ahead). Run across tib field, run up ramp, making sure you are not seen. Wait until the coast is clear, then slide down cliff and run into bar.

If you're feeling confident and the enemy is a bunch of numptys, you could try running to the left of the bar, go behind and then sneak into the rear entrance of the ref.

Ps: MSWindows, Windows sux, Linux is the way

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Subject: Re: Tiberium Rush on Complex  
Posted by [Jamie or NuneGa](#) on Fri, 04 Apr 2008 16:04:57 GMT  
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MSwindows wrote on Thu, 03 April 2008 13:40^^ Not really because when people run over the bridge they see you and they shoot at you

you'd be surprised how often they don't see ya, its a pretty dark area and no one usually expects it.

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Subject: Re: Tiberium Rush on Complex  
Posted by [BurnItDwn](#) on Sun, 06 Apr 2008 10:42:48 GMT  
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Nune wrote on Sat, 05 April 2008 02:04MSwindows wrote on Thu, 03 April 2008 13:40^^ Not really because when people run over the bridge they see you and they shoot at you

you'd be surprised how often they don't see ya, its a pretty dark area and no one usually expects it.

I'd never see or hear the repair beams coming from your repair guns.

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Subject: Re: Tiberium Rush on Complex  
Posted by [Starbuzz](#) on Mon, 07 Apr 2008 03:16:19 GMT  
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kannies wrote on Fri, 04 April 2008 06:49Something similar.

When you are nod, go though tunnel, bear left, go up stairs an u come out on centre.

Tib field to the left (you can see Bar ahead). Run across tib field, run up ramp, making sure you are not seen. Wait until the coast is clear, then slide down cliff and run into bar.

If you're feeling confident and the enemy is a bunch of numptys, you could try running to the left of the bar, go behind and then sneak into the rear entrance of the ref.

OMG! I click on this thread to say something I do all the time on Complex and I find you have already said it in fine detail! WOW, kannies you rock!

Also, what I do is hide to the left of Barr if the entrance is mined. Nobody seems to check near that side Imfao. And then you can sneak up to the curved entrance, disarm 1 or 2 mines, then hide again. I did this once ending up killing the Barr...it was probably one of the most tense Complex game I ever played.

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Subject: Re: Tiberium Rush on Complex  
Posted by [Herr Surth](#) on Mon, 07 Apr 2008 12:23:39 GMT  
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all bullshit, theres only one valid tactic for complex!

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Subject: Re: Tiberium Rush on Complex  
Posted by [GEORGE ZIMMER](#) on Mon, 07 Apr 2008 16:46:08 GMT  
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I agree with Surth. The ONLY way to win on complex is rush the tunnels with ramjets and SBH's.

You're SURE to win the game, then!

Disregard tank useage; no one uses tanks! EVER!

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Subject: Re: Tiberium Rush on Complex  
Posted by [TD](#) on Mon, 07 Apr 2008 17:22:35 GMT  
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Surth knows this shit. Complex is the map of true Renegade champions, and Nod is the champions side.

There is only one valid tactic, but I don't think anybody here knows it.

Subject: Re: Tiberium Rush on Complex  
Posted by [Jamie or NuneGa](#) on Tue, 08 Apr 2008 12:33:48 GMT  
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Sbh for everyone?

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Subject: Re: Tiberium Rush on Complex  
Posted by [Sccrscorer](#) on Tue, 08 Apr 2008 13:45:05 GMT  
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mammys

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