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Subject: Some basics about rushing (yeah yeah, it's all been said bef  
Posted by [Anonymous](#) on Tue, 12 Mar 2002 15:18:00 GMT

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So, before anyone flames, I know this has all been said before, but I think some of it bears reiteration as often as possible.1)Most people I've played with recently are well aware of the flame rush, and have a few MRL's ready to start picking off the tanks as they roll in. This seems to be very common now, and if you're not prepared, the MRLS will pull you away and ruin a good rush. If you are GDI, GET READY FOR A RUSH. I know people like to save cash, but if you don't have a few MRL's, or Gunners, waiting for the tanks to roll on in, then your toast. Also, don't feel like you have to take out an entire flame tank. If your tower is up and there are three tanks coming, I've found it's better to do damage to two of the tanks, at which point the tower can finish them off pretty quickly.If you are NOD, and involved in a rush, be prepared to meet MRL's. I've found the best tactic, right now, is to send out a few "pulling" vehicles, like buggy's or such to distract the MRL's while the tanks sneak by. The best is to get 5 flamers, send two out a little early to distract the MRL's into thinking they are stopping the rush, while the REAL rush sneaks on by. Distraction is very important if you want to achieve your goal.2. It helps to double prong your first flame rush. If you can organize it, 4 flame tanks, and then an apc with two hotwires can do some serious starting damage. The enemy usually can't muster up enough teamwork to both protect the AGT AND stop your APC from getting to the powerplant. One or the other may fail, but sending both together really confuses em. I've been on the losing side of this technique, and vowed never to be taken by surprise again!Anyone else have thoughts about how to adjust the flame rushes now that people are more prepared. Also, I know there are tons more ways to beat a flame rush than a few MRL's, but that seems to be the most common thing right now.And for Goodness sake, folks, if you've agreed to be part of a rush, don't friggin rush off the moment you get your tank! It only works if everyone leaves the gate together. That's one of my biggest pet peeves.....

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Posted by [Anonymous](#) on Tue, 12 Mar 2002 17:41:00 GMT

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oh and you think this would be obvious, but some still dont get it.when you rush, dont pull back for repairs! i hate it when some n00b pulls back especialy on a certain narrow map called hourglass. the ATG shoots them, they try to pull back, they ram everyone else, thus everyone gets killed and the ATG doesnt even have a scratch...

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Posted by [Anonymous](#) on Tue, 12 Mar 2002 18:24:00 GMT

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Most DEFINETELY!!!! If you are going on a rush, be prepared to die. There will be no other outcome, period. You will die. Your tank will die. But, if you die valiantly, you will take out the tower or building with you, and that is the whole point. Stick together and don't be a wuss...two flamers (unchalanged) can quickly take down the tower. Get 5, and, well...you get the picture

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Posted by [Anonymous](#) on Tue, 12 Mar 2002 22:09:00 GMT

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i hate those idiots who run back when they get hit. I was on gdi on hourglass and guy was telling everyone get into apc for engy rush. we had 3 apc out and filled each with engys and guy lead us all up to the top he went over the top oby shoots him he runs back rams into the others as they are going down the hill, then you can hear the oby firing away and apc's blowing up. we get back to base he says "you idiots! you almost got me killed!" i say "no your the idiot u just let our teamates get massacred!"

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