
Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 15:43:00 GMT
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So,I've been burned by this tactic, and haven't been able to make it work for me, cause it takes a level of coordination that is hard to achieve (plus, it only works really really well against disorganized opponents).On either team, with this map (and probably any non-defense maps)...your first moves should be to team up into pairs...engi/soldier. The soldier serves as cover for the engie, and also gives the final missing c4 to make a four c4 building destructo possible. If each team takes a different enemy building, you can have two or three buidlings down within a few minutes. Of course, the other team may be doing the same...so you should have a few defense people stay put.A good team can take out an entire base in mind-numbing time with this tactic.The other tactic I've actually made work once, is to have everyone, and I mean everyone in your base save up for a hotwire/tech and buggy/Humvee....If you all rush at once (no base defenses, once again)...there is almost no way to defend agains this. Imagine trying to stop 10 buggies zooming into your base...even if only four of them make it in...that's four buildings down. Add in a few offensive units to defend your hotwire/techs and or to suicide on any proxy laid down, and you have a very difficult and cheap tactic to beat.I know it is possible to defend against this, but with the game comminity at it's present state, defense this early isn't liable to be a big problem Any thoughts on this one? New additions? Gaping holes in my logic?Anyone else trying this and ****ed off at me for posting it?(I often waiver at the thought of posting good stragies here, but if they don't get shared, it's that much harder to organize them outside of clan matches.....)

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 16:24:00 GMT
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both tactics sound good and no doubt explain some very quick victories i've seen(by the other team..lol). hey they work sometimes, and they lose. i'd love to be part of a big buggy attack sometime! heck, it might even work if there is base defenses!

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 16:45:00 GMT
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Forgot to mention that these tactics put your opponents on the defensive real quick, which is a nice thing to accomplish. It means you don't have to focus on your base as much.In reverse, however, if you are getting pounded, and I mean pounded, I say, take the **** offensive. Usually the "pounders" are having so much fun trouncing all over the "poundees" that they've left their base undefended, and don't notice when that lone hotiwre comes walking in through the front door to blow up their buildings.Quick Tip: If you're a hotwire/tech, and you walk into a building with folks in it, plant your c4 FIRST, and see if anyone notices (don't jump around like a madman, just walk up calmly and do it, how many people on your team would come into a building jumping around and strafeing like a madman)...if they don't seem to notice, walk up to a p/t and just sort of

hang around pretending to be buying something, definitely don't start shooting (I've had some noob moments early on of walking in guns blazing, and having my partner in the rush cuss me out for ruining the surprise...learned that lesson harshly)!!!! You'd be surprised how many people don't even notice you...they think you're on their team. I have this happen SOOOO often it's funny. (Boy, do they feel stupid when the building blows up around them!!) Usually, if they've just respawned, and there is no shooting or explosions happening in the building, they are too preoccupied getting their next character/vehical and running out there for some payback. Don't panic, and start shooting them. Make sure they've noticed you first. On the flip side, always, ALWAYS, check the building you've just spawned into and make sure it's clear....unless your playing on the opposite team from me, then keep the tunnel vision please!)

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 16:52:00 GMT
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lol, once I was Nod on walls, was a Sakura with beacon, and just walked into base. My team attacked and I pretended to return fire on them until I backed into barracks, put down the beacon in that corner, and just camped as usual. This doesn't work on laddered usually.

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 17:03:00 GMT
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Yeah, you're right about it not working on laddered. Also, it usually only works early in the game, when people aren't expecting to see an enemy engie in the base. I've found that the two engie characters from the two sides look similar enough to be the most difficult to distinguish out of the corner of your eye. Another quick tip: If your doing a buggy rush to the power plant, and there aren't a million folks swarming around who saw you swing past (or there are a few vehicles that are on your tail a little distance behind you), stop your buggy outside the door to the tib refiner, but quickly run across to the power plant...this gives you some extra time, usually, because your persuers think you've gone into the refinery. Also, if you are going on a two person run, the first person should hop out at the refinery and the second should hop out at the powerplant...split tactics will always be more effective). By the way, if you see an empty enemy vehical outside of your powerplant, the best thing to think of first is not really "Oh, dang, look at that, I've got a free enemy buggy!", but rather, "OH S**T, THAT BUILDING IS ABOUT TO GO!!!!". So many people have just stolen my buggy and driven away, so content....until their powerplant blows up! And for the love of God, don't yell at people on your team who've given up a buggy or humvee to the enemy...I mean, for cryin out loud, isn't it worth it to have an enemy building leveled?

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 18:00:00 GMT
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Dang, my posts are long!

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 18:06:00 GMT
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quote:Originally posted by Particle Noun:Dang, my posts are long!LOL! funny but ture.

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 18:27:00 GMT
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I like to take out the hotwire in the building then take their apc back into the GDI base with some tech friends of mine. They never even notice!

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 18:38:00 GMT
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Yup, that happens....I often debate the merits of leaving a full health buggy/humvee for the enemy to take. On the one hand, it sets your team up for a trojan horse...on the other hand, if you've taken enough damage to get the thing blown up, there's little chance of you getting in any building unnoticed or alive....I guess you could make sure to keep someone in the vehicle, which works great with APC, but in a buggy, I'd rather take out two buildings then risk losing the vehicle....Goods and bads either way...

Subject: That Dang Volcano Engie rush
Posted by [Anonymous](#) on Mon, 18 Mar 2002 18:50:00 GMT
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With the buggy rush, it would be much more economical to skip the soldiers and have some people buy just a couple apcs and all the others buy tech/hotwires. The apcs would run cover and your team would not leave tons of free buggies for the enemy team...

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This is true...but when it really works, there is no enemy left to steal your buggies....the point of having everyone rush in is that it is impossible to keep track of all of the buggies peelin' around in your base...but, it would make sense to have an apc in there running cover, and maybe an engie running around planting timed c4 on the buggy bait (steal THIS!!!)
