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Subject: Gunner Rush  
Posted by [rockstar256](#) on Sun, 21 Sep 2008 20:26:49 GMT  
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Win or FAIL ?

I choose the first one, these kind of rushes never get bored and feels bad ass.

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Subject: Re: Gunner Rush  
Posted by [Foxtrot](#) on Sun, 21 Sep 2008 23:29:19 GMT  
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Dont do enough damage fast enough to be useful early on IMO, but are great way to gain the edge in points late in the game

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Subject: Re: Gunner Rush  
Posted by [liquidv2](#) on Mon, 22 Sep 2008 05:06:13 GMT  
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they do more than enough damage to mess a team up early on the trouble is you're sending that many people over to rush while your base is left undefended and your team has to deal with the entire nod team on their own for however long the rush takes

i've seen nod rocket soldier rushes work early on too; it's hilarious and terrible at the same time

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Subject: Re: Gunner Rush  
Posted by [Goztow](#) on Mon, 22 Sep 2008 06:30:24 GMT  
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Gunner rushes can work but usually they expose your base so much that it leads to your own destruction. It's more of a desperate move, IMO.

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Subject: Re: Gunner Rush  
Posted by [Jamie or NuneGa](#) on Mon, 22 Sep 2008 12:22:59 GMT  
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depends on player numbers and situation.

For example of mesa if you get ur harvester back and they don't in a 15v15 game. A 10 man gunner rush will usually kill a building.

When playing in a com war on mesa if we lose our harv and they don't I will usually send

someone to watch gdi base from side as I fear this tactic.

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Subject: Re: Gunner Rush

Posted by [nope.avi](#) on Mon, 22 Sep 2008 16:19:52 GMT

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Gunner rushes work well in large games so you can send 9 people over and still have 20 left to defend.

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Subject: Re: Gunner Rush

Posted by [Foxtrot](#) on Wed, 24 Sep 2008 02:49:50 GMT

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Know what also works good. Patch rushes. oh yes

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Subject: Re: Gunner Rush

Posted by [TD](#) on Wed, 24 Sep 2008 13:56:24 GMT

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Nune wrote on Mon, 22 September 2008 14:22I fear this tactic.

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Subject: Re: Gunner Rush

Posted by [w0dka](#) on Wed, 24 Sep 2008 16:22:06 GMT

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Another problem is that usually a single tech could ruin your plan cause you will run out of ammo first.

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Subject: Re: Gunner Rush

Posted by [Nukelt15](#) on Wed, 24 Sep 2008 16:38:17 GMT

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Unless you've got a large enough group together to rush with, you might as well just go attack the Harvester- at least you know you'll be able to kill that.

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Subject: Re: Gunner Rush

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Posted by [mr£ÄŞÄ-z](#) on Wed, 24 Sep 2008 21:20:12 GMT

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My brother's Clan won a Clanwars with a Gunnerrush lol

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Subject: Re: Gunner Rush

Posted by [ErroR](#) on Tue, 30 Sep 2008 16:04:28 GMT

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<http://img301.imageshack.us/my.php?image=screnyzm1.png>

We failed but i think we did cuz someone saw us and were waiting in air. for some reason img isn't working

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Subject: Re: Gunner Rush

Posted by [rockstar256](#) on Sun, 05 Oct 2008 15:20:48 GMT

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Gunner rush is kinda only infnatru rush that can succed against buildings, thats plain stupid then we cant really kill buildings with anything else then tech,hot ,engs or massed gunners..

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Subject: Re: Gunner Rush

Posted by [Ethenal](#) on Sun, 05 Oct 2008 16:29:46 GMT

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I think gunner rushes are almost made for mesa, as a few tanks can keep the guys in the middle back while the gunners will shred the refinery and hopefully the airstrip.

I've also seen one done on walls flying, and it actually worked... they got the refinery.

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Subject: Re: Gunner Rush

Posted by [XCorupt69](#) on Sun, 05 Oct 2008 17:03:13 GMT

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Only map thats its really useful on is mesa, but thats about it...

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Subject: Re: Gunner Rush

Posted by [liquidv2](#) on Mon, 06 Oct 2008 04:00:15 GMT

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gdi can do it on field

one time the airstrip and wf died at the same time in a pretty full server, i was like wtf who does that

nod won by base destruction because it was a teched arty field killing the wf versus some random gunner dudes killing the strip

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Subject: Re: Gunner Rush

Posted by [\\_SSnipe\\_](#) on Tue, 07 Oct 2008 05:45:34 GMT

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We have dont lot of successful gunner rushes on field over my time

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Subject: Re: Gunner Rush

Posted by [GEORGE ZIMMER](#) on Tue, 07 Oct 2008 13:04:45 GMT

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liquidv2 wrote on Sun, 05 October 2008 23:00gdi can do it on field

one time the airstrip and wf died at the same time in a pretty full server, i was like wtf who does that

nod won by base destruction because it was a teched arty field killing the wf versus some random gunner dudes killing the strip  
Hahahahaha.

GUNNER RUSHES: SUPERIOR.

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Subject: Re: Gunner Rush

Posted by [Pyrite](#) on Mon, 20 Oct 2008 03:58:42 GMT

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They work on mesa... Usually only drop the refinery through.

As for field, they never end well... I've seen a few go for the obilisk and they just don't work. I guess you could go for strip or HON though, but I've never tried it.

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