
Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Tue, 02 Apr 2002 19:58:00 GMT

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Has anyone tried getting the whole team together and just doing one big infantry rush to the front of the enemy's base? If so, was it successful? I like to imagine what that would be like... 16 players all running directly to the enemy's front. Would it be successful? Or would it be like the "Pickett's Charge" of 2020?[April 02, 2002: Message edited by: UltraMoron]

Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Tue, 02 Apr 2002 20:09:00 GMT

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I have rushed with about 6 hum-vees before any they were ALL toasted. It would be fun to watch 16 people get slottered by an AGT though...

Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Tue, 02 Apr 2002 21:15:00 GMT

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You probably need to try this on the 80 player game on Gamespy or the 100 player to have enough men power to do the job. (With like 30 or 40 players to charge towards base defences) Most likely every one is going to be toasted by AGT if Nod but GDI may have a chance to succide the rush. You also need to watch out for the incoming enemy harvester which could likely finish the rush in no time at all.

Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Tue, 02 Apr 2002 21:27:00 GMT

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on some maps i could see that working! now all you have to do is get everybody to cooperate. lol...

Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Tue, 02 Apr 2002 21:33:00 GMT

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Ahh Zukkov, Your such a dreamer....

Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Tue, 02 Apr 2002 21:39:00 GMT

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I have done it...It works well if you are GDI... You can get to the Nod refinery on field through the tunnels if you use someone else as a sacrificial goat for the obelisk... I usually do this as soon as I can with my clan mates...

Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Wed, 03 Apr 2002 07:39:00 GMT

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no make 150 players, 25 mobius/mendoza 25 raveshaw/sydney and 10 sakura/havoc = total annihilation of the other base!

Subject: Anyone tried a large infantry rush?

Posted by [Anonymous](#) on Wed, 03 Apr 2002 07:46:00 GMT

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Wow that would kick 4zz, 30 ppl go rushing to enemies base, and 10 goes in the tunnels and the rest distract the base defenses, and the others RUSH THE BASE, COOL good idea..
