
Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Mon, 29 Apr 2002 17:12:00 GMT

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its so annoying on maps like walls where theres no defense everyone becomes hotwires/techs and makes a dead wrong for the structure =/ I also hate it when you play something like city or fields when 5 apcs come running for the obliiskHow can you stop these mad hotwire/tech rushes without placing 34803849 mines =/

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Mon, 29 Apr 2002 17:29:00 GMT

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don't over exaggerate....have a few medium tanks out or destroy their pp so they have double prices...they could also rush in the beginning w/ regular infantry and engineers....it only takes three timed mines to destroy a structure....

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Mon, 29 Apr 2002 19:09:00 GMT

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I usually play as a hotwire and I love doing rushes, esp. when the other team is sloppy. In one game, on Walls, their (Nod) Power Plant was completely unguarded. No prox mines, nothing. Actually, we first tried an air transport which was blown up. So I tried ground APC and had no trouble what-so-ever. Two hotwires, four bundles of C4 and an APC =). And then we prox mined around the MCT so they couldn't disarm it, hahaha. BOOM. I really hate the map Islands though.

I think whenever that map comes up from now on and I'm GDI, I'm quitting the game. The map is so BS: I only won once on GDI due to an amazing hotwire that drove around to each building in a jeep disarming nukes left and right. The map is slanted so far for Nod, it's pathetic.Ok, enough ranting.

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Mon, 29 Apr 2002 20:08:00 GMT

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[QUOTE]Originally posted by supertech:I usually play as a hotwire and I love doing rushes, esp. when the other team is sloppy. In one game, on Walls, their (Nod) Power Plant was completely unguarded. No prox mines, nothing. Actually, we first tried an air transport which was blown up. So I tried ground APC and had no trouble what-so-ever. Two hotwires, four bundles of C4 and an APC =). And then we prox mined around the MCT so they couldn't disarm it, hahaha. BOOM. I really hate the map Islands though. I think whenever that map comes up from now on and I'm GDI, I'm quitting the game. The map is so BS: I only won once on GDI due to an amazing hotwire that drove around to each building in a jeep disarming nukes left and right. The map is slanted so far for Nod, it's pathetic.Ok, enough ranting. [/QUOTI feel islands is a very even map, whil nod

has easy acces to buildings gdi can hit the hand of nod from the safety of there own base with 2 mrls's. the key to stopping nod is easy, first off check that little area where the tunnels open up into the gdi base{wish i had a map to show exactly where} its all the way to the right of the tunnels opening, every stealth soldier waits there for things to calm down{even i do} i once ran over 4 of em in a humvee on accident just by driving by that area! also when a beacon is placed in the gdi{and sometimes nod}base there is a 90\% chance that it is in the little area at the tiberium refinery where the truck unloads becuase its a good hiding spot and the truck can sometimes block the beacon. I hope these little hints help!

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Mon, 29 Apr 2002 20:30:00 GMT
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quote:Originally posted by JSMaTT:its so annoying on maps like walls where theres no defense everyone becomes hotwires/techs and makes a dead wrong for the structure =/I also hate it when you play something like city or fields when 5 apcs come running for the obliskHow can you stop these mad hotwire/tech rushes without placing 34803849 mines =/If i tell you i'll have to kill you!Affirmative!Affirmative!Affirmative!Affirmative!Move out!

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Mon, 29 Apr 2002 20:50:00 GMT
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In some map I rush with Chem warrior especially in volcano where at that time no one dares to run pass the tiberium field. Once I finished the PP all by myself and the GDI got fairly mad as a chem warrior take out the PP alone.

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Tue, 30 Apr 2002 04:55:00 GMT
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quote:Originally posted by JSMaTT:its so annoying on maps like walls where theres no defense everyone becomes hotwires/techs and makes a dead wrong for the structure =/I also hate it when you play something like city or fields when 5 apcs come running for the obliskHow can you stop these mad hotwire/tech rushes without placing 34803849 mines =/The apc/hotwire-tech rush is my preferred tactic But in undefended maps i prefer car/hotwire-tech rush because this is cheaper and faster... When very early rush doesn't succeed, this is often because of - MRL/MA shooting at us. - Car/apc blocking us (in defeneded maps with agt/ob)- good infantry def which react cleverly when seeing us coming...Hope this could help.

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Tue, 30 Apr 2002 05:23:00 GMT

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 05:34:00 GMT

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Why do you dumbasses have to quote everybody? It makes no sense, obviously you are responding to somebody's post before you. And if you really feel the need, just say the person's name for example: Well Woggy, I don't agree with blah blah etc etc! You people and your quotes make the tread so long and sloppy! Use your brain[April 30, 2002: Message edited by: AzWhoopin]

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 05:45:00 GMT

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Islands is pretty bad, but I do manage to win with GDI. You have to keep the tunnels mined for a while though. Rushing the Nod base with tanks is usually how we've won unless it was with lucky C4 strikes at the beginning. A good tank strike will take out buildings before a nuke will. Combine a tank rush with an APC nuke rush and it's usually deadly. The hardest part for GDI is lasting long enough to build a rush. I love it when I walk by a stealth black hand and see him, but he obviously doesn't think I did. So I walk around behind him and C4 him. A lot of times, though, you'll end up with 5 or 6 nuke beacons on a building so engineers have the impossible task on this map. quote:Originally posted by supertech:I really hate the map Islands though. I think whenever that map comes up from now on and I'm GDI, I'm quitting the game. The map is so BS: I only won once on GDI due to an amazing hotwire that drove around to each building in a jeep disarming nukes left and right. The map is slanted so far for Nod, it's pathetic. Ok, enough ranting.

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 06:40:00 GMT

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quote quote quote quote "If there was no god, itll be neccasy to invent him" my fav from the end of deus ex

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 08:34:00 GMT

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U play Deus Ex, Woggy? Dam that's a good game! I JUST got out of the under water submarine base, I can't believe I killed Gary Savage with a few Gas 'Nades and then I ran behind him while he was choking, and slugged 2 sniper bullets in the back of his head. Fun stuff! Karkians are some **** wierd creatures, and I got lost so many times while trying to get out of the water-filled marine base.

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 09:29:00 GMT

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Stopping the infamous Power Plant rush on the Wall map is pretty easy and I've found a way to counter the rushes..... All you really have to do besides laying a few mines inside the building is have two players purchase either a Light Tank/Mobile Rocket launcher (GDI) or the Stealth Tank/Light Tank for (NOD)and one engineer for repairing. Have them place themselves by the entrances of the building at an angle (so your free to fire at the incoming APCs/helos/you name it.....once they see that your blocking the way they get thrown off and rush whatever building is near them which usually results in death because the AGT/Obelisk nails their ace! It works good because their armored enough to take a few C4 hits from the rushing engineers and by the time they reload they should be dead (depending on the skill of your teammates)..... This works particularly good against the rush of Stealth soldiers, all you have to do is rock the tank back and forth infront of the power Plant entrance and when they try to get past they get the good'ol "squish!" I've won more games this way when you have a team that understands what your trying to do and its usually the engineers that volunter because they spend most of their time in the base anyways.....

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 09:50:00 GMT

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quote:Originally posted by JSMaTT:I also hate it when you play something like city or fields when 5 apcs come running for the obliskIf you have Defences, get a tank or APC and get in it's way. Let the Oblisk destroy it from a distance. Scouts can relay messages when the enemy is coming. It's great when 5 people run around getting boinked by your team and the Defences.

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 09:59:00 GMT

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Plant proxy mines at head level, on each side of the door and a few on the floor. also put them on the wall, where they back up to detonate the remote mines. Usually don't expect it and you save the builing from being destroyed. I hate it when N00Bs place proxys and remote mines all in one spot= chain reaction -->all proxys blow up, nothing left for the next wave..Don't always place Proxys on the MCT, if they go off while you are repairing them, you will also be damaged or killed.

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Tue, 30 Apr 2002 14:34:00 GMT
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how do you stop it when everybody on your team is a rambo queer who doesn't know that the repair gun heals enemys?

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Tue, 30 Apr 2002 16:07:00 GMT
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Well, I still like the idea of a third class for healing. I don't like it cost so little for a unit like the tech and hotwire that can easilly take out an entire base with their **** c4. Make it like the engineer can hold 1 of each c4, the tech/hotwire hold 2 remote and 1 timed, and a third class to hold 2 of each. One of the few things I find annoying in the game. It's not all that hard to kill a hotwire/tech. But it's kinda hard to defend a defense-less base with hotwires/tech's coming from all sides by yourself. the third class would make it more enjoyable in my opinion.

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Tue, 30 Apr 2002 19:36:00 GMT
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quote:Originally posted by JSMaTT:its so annoying on maps like walls where theres no defense everyone becomes hotwires/techs and makes a dead wrong for the structure =/I also hate it when you play something like city or fields when 5 apcs come running for the obliskHow can you stop these mad hotwire/tech rushes without placing 34803849 mines =/ROFL!!! Matt, all you ever DO is hotwire/tech rush!

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Tue, 30 Apr 2002 19:52:00 GMT
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quote:Originally posted by Gyrapage:ROFL!!! Matt, all you ever DO is hotwire/tech rush! lies, i do them sometimes, but not with 4 apcs behind me ;x your just mad because I blew up ur airport with 30 seconds left int he game when nod had 1000 more points than gdi =P!!!!

Subject: I hate Hotwire/Tech rushes
Posted by [Anonymous](#) on Tue, 30 Apr 2002 19:56:00 GMT
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Need I remind you that I was MVP, even though we lost? Not to mention I beat you after that.
quote:Originally posted by JSMaTT:lies, i do them sometimes, but not with 4 apcs behind me ;x

your just mad because I blew up ur airport with 30 seconds left int he game when nod had 1000 more points than gdi =P!!!!

Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 19:57:00 GMT

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no it was 11:30pm and my mom was saying: GET OFF THE COMP OR U GROUNDED!!!!!!111
so i got off =/
