
Subject: Early Grenadier Rush In Canyon
Posted by [Gizbotvas](#) on Mon, 07 Apr 2003 23:13:27 GMT
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Nobody seems to want to do this but me. I grab a grenadier, run to the walkway by the Hand and empty my grenades. I get about 200 points unless I run in and c4 the mct for more.

I bet if I could get 3 or 4 players to come along, the Hand would go down quickly. It seems that everyone is running for the other team's refinery. I think even if GDI loses their Ref, they could beat Nod easily without the Hand.

Subject: Early Grenadier Rush In Canyon
Posted by [cheeta30](#) on Thu, 10 Apr 2003 10:42:11 GMT
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i always do this in canyon.mix to but if i say: at least 2 players come with me they never do it, it's a good tactic to take out the airstrip and the Nod refinery.

Subject: Early Grenadier Rush In Canyon
Posted by [Deathgod](#) on Tue, 22 Apr 2003 07:17:06 GMT
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I've been doing this for 5 or 6 months now...

Subject: Early Grenadier Rush In Canyon
Posted by [Javafx](#) on Tue, 22 Apr 2003 11:16:03 GMT
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Deathgod I've been doing this for 5 or 6 months now...

DATS CUZ U R HACK FAG OMG

Subject: Early Grenadier Rush In Canyon
Posted by [Chaos](#) on Tue, 22 Apr 2003 14:43:44 GMT
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omfg SHUT UP!

Subject: Early Grenadier Rush In Canyon
Posted by [kawolsky](#) on Tue, 22 Apr 2003 18:18:59 GMT

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JavaxcxDeathgodI've been doing this for 5 or 6 months now...

DATS CUZ U R HACK FAG OMG

lol

Subject: Early Grenadier Rush In Canyon
Posted by [Deathgod](#) on Wed, 23 Apr 2003 07:47:35 GMT
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omg how didd u kno!.? FU your snipes is bad you want i wrught this the snipes is bad

In all seriousness, grenadiers own buildings. Another good rush on Canyon with 3 people is to go for the strip. Exit the GDI base via the hole in the wall by the tiberium field, and walk to Nod's base. Go up the ramp near the harvester tunnel, jump on top of the harvy tunnel, duck, and aim for the airstrip road. It's tough to kill you when you're up there, and 3 grenadiers can drop a building in about 30 seconds or so. You can also hit the hand from this spot though not as effectively. Nothing beats hiding above the ref and bombing it, though.
