
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 you're 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 pursuers 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 vehicle 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?
