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Subject: Rushing

Posted by [glyde51](#) on Mon, 13 Sep 2004 01:40:01 GMT

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Okay, since most of the people I know can't do anything right, here's a topic to teach you about rushes.

1. Size matters, but as much. Of course, I mean the size of the group. Three is the standard, any less and it was luck or the stupidity of the other team.
2. GDI doesn't need to worry about this, but NOD does. A Flamer is superior in close quarter maps, like where there are tunnels and junk to go through, but a stealth tank is better in open fields because of it's stealth and cloaking. Chose accordingly.
3. GDI is superior in the all-around weaponry. Depending on the map, you may want a mammoth tank if it is only a short walk to the base because of it's heavy armour, or a medium tank in big maps because of it's speed.
4. The main attack units should always be Stealth Tanks, Flamers, Medium Tanks, and Mammoths. The Buggy, Hummvee, APC, MLRS, Artillery, and all other units are support units and should be called on into a certain stage of development in the battle.
5. While a good offence is great, make sure someone is at base, like a Advanced Engineer and a Back-Up of some sort. Just in case.

Taking Out The Enemy:

1. Depending on the map, pick a main target. I suggest the Power Plant (killing off a Power Plant makes the costs on the other team double and main base defences don't work) or the Air Strip/War Factory. Killing the WF should be at the top of your list, mostly because this gives you the edge and lowers moral of the other team when they all get squished.
2. If there is a base defence and the Air Strip/War Factory or Hand of Nod/Barracks is not available to attack because of the defence, take out that base defence. This will let the infantry swarm in.

Your Priorities:

- 1a. The Power Plant
- 2a. The War Factory/Airstrip
- 1+2b. The Base Defence
3. The Hand of Nod/Barracks
4. The Refinery
5. Others

Killing these priorities in order is a great way to cause havoc in the ranks of the other team. Please note that if you cannot attack the Power Plant or the Airstrip/War Factory without the base defence attacking you, kill it.

I hope to see this strategy in gameplay, and please tell me if it was good, bad, or worse than a free night at the Micheal Jackson Inn.

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