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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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Subject: Rushing  
Posted by [kevrulezz](#) on Mon, 13 Sep 2004 06:52:50 GMT  
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You should try and take out the Hon/Barracks before the WF/Air Strip as once the other team gets those advanced infantry (Rave, PIC Mobius/Medoza) its hard to destroy the rest of the base (unless its a n00b team or your team has excelent teamwork) and a Arty or MRLS rush can be quite devistating

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Subject: Rushing  
Posted by [spoonyrat](#) on Mon, 13 Sep 2004 14:16:52 GMT  
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A light tank rush supported by one arty > any flamer or stank rush, fact...

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Subject: Rushing  
Posted by [karmai](#) on Mon, 13 Sep 2004 14:57:49 GMT  
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Buggy rush

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Subject: Rushing  
Posted by [spoonyrat](#) on Mon, 13 Sep 2004 16:51:53 GMT  
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THE BEST RUSH IS FOR 20 CHEM TROOPERS TO CHARGE OVER THE HOURGLASS HILL

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Subject: Rushing  
Posted by [Jaspah](#) on Mon, 13 Sep 2004 18:29:13 GMT  
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I disagree, the Refinery should be a pretty high priority in the beginning of the game. Taking out the Refinery prevents the opposing team to purchase more high-tech vehicles and infantry early in the game. Thus, allowing sneaking and rushing without the risk of Proximity Mines.

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Subject: Rushing  
Posted by [csskiller](#) on Mon, 13 Sep 2004 22:42:33 GMT  
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spoonyratTHE BEST RUSH IS FOR 20 CHEM TROOPERS TO CHARGE OVER THE  
HOURGLASS HILL  
Lol can you actually make it?

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Subject: Rushing  
Posted by [spoonyrat](#) on Mon, 13 Sep 2004 23:04:51 GMT  
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Highly doubtful.

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Subject: Rushing  
Posted by [Homey](#) on Tue, 14 Sep 2004 01:01:15 GMT  
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hmmmmm 8 buggies with 16 chems would

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Subject: Rushing  
Posted by [spoonyrat](#) on Tue, 14 Sep 2004 02:18:13 GMT  
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I feel a sudden urge to test this theory.

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Subject: Rushing  
Posted by [codeman](#) on Tue, 14 Sep 2004 04:00:24 GMT  
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indeed, sounds extremely effective

unless they use the 20 medium tank glitch to kill all your buggys before you can attack.

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Subject: Rushing  
Posted by [karmai](#) on Tue, 14 Sep 2004 15:19:41 GMT  
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use the hills, bring 15 chem troopers 5 techs? Hide behind the hills and repair each other?

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Subject: Rushing  
Posted by [glyde51](#) on Tue, 14 Sep 2004 19:39:22 GMT  
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what's the heck is the 20 medium tank glitch?

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Subject: Rushing  
Posted by [codeman](#) on Wed, 15 Sep 2004 05:53:38 GMT  
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thats not what its called

but its when people almost blow the tanks up, so they can buy past the limit of vehicles, then repair the destroyed vehicles

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Subject: Rushing  
Posted by [Nightma12](#) on Wed, 15 Sep 2004 14:19:55 GMT  
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when health gets V low the tank dousnt count towards the limit

i gotta try that someday

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Subject: Rushing  
Posted by [kurt421](#) on Wed, 15 Sep 2004 15:33:45 GMT  
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i'd never heard of that either!

interesting!

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Subject: Rushing  
Posted by [Jaspah](#) on Wed, 15 Sep 2004 19:07:22 GMT  
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It's a Black Cell mod. When a vehicle is destroyed it becomes a wrecked, unusable form that can only be repaired by an Engineer or Technician.

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Subject: Rushing

Posted by [Jzinsky](#) on Sun, 19 Sep 2004 02:05:43 GMT

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j4S[p]I disagree, the Refinery should be a pretty high priority in the beginning of the game. Taking out the Refinery prevents the opposing team to purchase more high-tech vehicles and infantry early in the game. Thus, allowing sneaking and rushing without the risk of Proximity Mines.

In an early game instance the harvy would be a better target, as the refinery on its own only gives a couple of credits out..

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Subject: Rushing

Posted by [Deathgod](#) on Sun, 19 Sep 2004 18:22:46 GMT

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I'd pay money to see 20 chemwarriors harvywalk on Hourglass all at once.

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Subject: Rushing

Posted by [mikeon](#) on Thu, 23 Sep 2004 05:45:48 GMT

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here's another tip. When taking part in an apc rush, don't join with a damn basic soldier. I just left a game of mesa where I got in an apc with a friend, then two basic soldiers jump in, i keep saying get engys but noo and they call me a n00b Reason why for engys? Because all it takes is 3 engys to put down thier remote c4's to blow up a building. I even stress it in other early on apc rushes "USE REMOTE C4 FIRST!" but no, it's always ppl who use timed

btw we did rush the air my friend who was also an engy got killed so i plant my c4 and what are the two basic soldiers doing? they are afk standing at the doorway :rolleyes:

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Subject: Rushing

Posted by [icedog90](#) on Thu, 23 Sep 2004 05:52:32 GMT

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SniprsBuggy rush

Not a good idea, I've never seen them work in my entire two years of playing Renegade.

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Subject: Rushing

Posted by [csskiller](#) on Thu, 23 Sep 2004 20:56:15 GMT

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icedog90SniprsBuggy rush

Not a good idea, I've never seen them work in my entire two years of playing Renegade.

Are you serious?! if done properly a buggy rush can almost guarentee a win for nod on city flying.  
And I've done at least 5 good buggy rushes with uboom on n00bstories1.

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Subject: Rushing

Posted by [spoonyrat](#) on Thu, 23 Sep 2004 22:43:04 GMT

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They occasionally work but are a bad idea in general.

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Subject: Rushing

Posted by [IceSword7](#) on Fri, 24 Sep 2004 01:44:31 GMT

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csskillericedog90SniprsBuggy rush

Not a good idea, I've never seen them work in my entire two years of playing Renegade.

Are you serious?! if done properly a buggy rush can almost guarentee a win for nod on city flying.  
And I've done at least 5 good buggy rushes with uboom on n00bstories1.

Depends who your rushing against

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Subject: Rushing

Posted by [icedog90](#) on Fri, 24 Sep 2004 02:39:15 GMT

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Those mixed vehicle rushes are the best, I've always seen them succeed most of the time. That's using a few flame tanks, a couple light tanks, and a couple stealth tanks.

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Subject: Re: Rushing

Posted by [NHJ BV](#) on Fri, 24 Sep 2004 07:49:38 GMT

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glyde51

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

Definitely depends on the map. On Walls\_Flying, the Hand of Nod is the top priority for GDI to destroy because of the SBH+Nuke combination, for example.

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Subject: Rushing

Posted by [karmai](#) on Mon, 27 Sep 2004 15:05:19 GMT

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icedog90SniprsBuggy rush

Not a good idea, I've never seen them work in my entire two years of playing Renegade. It was a joke.

It does work well on some maps.. But never a good idea.

I'll usually buggy rush on nod city flying in 1v1's.. Sense you are kinda screwed anyways, if they are in the field trying to attack your second harvy.. GG power

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