
Subject: Rush VS. Non-Rush?

Posted by [Renegerage](#) on Thu, 23 Jun 2005 15:47:32 GMT

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See ive seen this many times, NOD will rush, mainly because there light tanks are cheap...anyway, they will rush but because someone on GDI seen it, they are able to fend it off, now my question to you guyz is, when do you like to rush? if at all? when NOD rushes at the beginning, alot of the games ive done, if GDI survives, they will usually win.

Subject: Re: Rush VS. Non-Rush?

Posted by [Lijitsu](#) on Sat, 25 Jun 2005 21:55:14 GMT

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Remember, its Nod not NOD.

I dont really rush unless its a Stealth Tank assault, and even then im usually just the following sniper. Ive saved more Stealth Tanks than ive driven.

Subject: Re: Rush VS. Non-Rush?

Posted by [Dave Mason](#) on Sun, 26 Jun 2005 14:14:22 GMT

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You DARE start trend following!

I've already told deadfive about this.

Subject: Re: Rush VS. Non-Rush?

Posted by [Lijitsu](#) on Sun, 26 Jun 2005 14:23:09 GMT

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Aint trend following. That is one of the few things that pisses me off. Mis-capitalizing Nod.

Subject: Re: Rush VS. Non-Rush?

Posted by [Dave Mason](#) on Sun, 26 Jun 2005 18:06:23 GMT

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Sounds to me like you are following after AirCraftKiller. Stop it.

Subject: Re: Rush VS. Non-Rush?

Posted by [Lijitsu](#) on Mon, 27 Jun 2005 02:08:49 GMT

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What is sounds like, and what it is are two differant things.

Subject: Re: Rush VS. Non-Rush?

Posted by [Dave Mason](#) on Mon, 27 Jun 2005 19:45:25 GMT

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If you want to act like an asshole that's your perogative but at least be original, stealing AirCraftKiller's line suggests trend following.

Subject: Re: Rush VS. Non-Rush?

Posted by [Lijitsu](#) on Tue, 28 Jun 2005 01:22:01 GMT

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I wasnt stealing it. I was simply posting it here, because he doesnt come to these forums all that often.

Subject: Re: Rush VS. Non-Rush?

Posted by [Dave Mason](#) on Tue, 28 Jun 2005 19:58:32 GMT

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My point is that you know as well as I do whathe meant when he said NOD. It's a common mistake to make because people new to Renegade think that Nod is an abbreviation like GDI.

Drop the whole NOD, Nod thing, we all know what he means.

Subject: Re: Rush VS. Non-Rush?

Posted by [Lijitsu](#) on Wed, 29 Jun 2005 06:05:31 GMT

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It still bothers me alot.

Subject: Re: Rush VS. Non-Rush?

Posted by [Dave Mason](#) on Sat, 02 Jul 2005 00:47:56 GMT

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DJM wrote on Tue, 28 June 2005 20:58Drop the whole NOD, Nod thing, we all know what he means.

Subject: Re: Rush VS. Non-Rush?

Posted by [mision08](#) on Sat, 02 Jul 2005 18:30:39 GMT

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Remember it is The Brotherhood of Nod, I think. No, remember that no one really gives a damn. To the topic at hand, or is it Hand? Is it a question, or a statement? Should it be a period or a question mark? Did I place a comma in the correct place, or did I need a comma? It depends on the map, the number of players, the timing of the decision, and what the enemy is doing (Meds camping or whatever) I'm sorry, medium tanks camping. At Hourglass, one Brotherhood of Nod apc (or is it Brotherhood of the Nod) can take out the PP (GDI power plant structure), yet 7 flamers (Nod flame tank units, hmmm I'm not sure, call me on this one) can also get crushed in short order. That is inconceivable I know, but it happens. I would still take my chances with the 7 flamers though. This is my own personal rant on the misuse of stealth units. Purchasing any stealth unit at Hourglass with the AGT (Advanced Gaurd Tower or is it advanced gaurd tower) still operational baffles me. Who are you going to hide from, and where would you hide? But I digress. In summery, I have no idea. Just go with the flow, If your team gets artys (Nod Artillery Units or Nod artillery units) then you should probably do the same. If you don't know what you should do, get an eng and support your team, or defend the base. You can learn so many tactics for attacking by simply defending.

I know that this must be hard to read, and I do apologize.

Rant alert!!! This is why I hate people. We would never speak to a complete stranger face to face the way we will in a forum. We are almost always nice to people that we meet, and treat them with the utmost respect. However we will treat people we know and love and see everyday (or in this case don't see at all) like shit. This is just an observation. Please, let the bashing begin.

Subject: Re: Rush VS. Non-Rush?

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 03:35:30 GMT

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mision08 wrote on Sat, 02 July 2005 11:30Remember it is The Brotherhood of Nod, I think. No, remember that no one really gives a damn. To the topic at hand, or is it Hand? Is it a question, or a statement? Should it be a period or a question mark? Did I place a comma in the correct place, or did I need a comma?Wow. You're an asshole. Better you than me, though. I like you, mision. You've got brass ones. Then again, how much brass is really needed to go and make an ass of yourself semi-anonymously on the Internet? The world may never care. . .

At lot of time I'm playing on any general server and our team rushes, we almost always get the hoo-haw knocked out of us. It doesn't matter if we're Nod, rushing with Light or Stealth Tanks, or the GDI(Yes, the GDI. Oh-em-gee.), rushing with Medium Tanks and/or MLRS trucks. Nine times out of ten, rushing is a bad move. Why? Because the other team is, surprise-surprise, plotting to rush us!! Gasp and hor-ror!! Therefore, they have a goodly numbers of vehicles on their side which unexpectedly serve to defend their base. Doesn't anyone just. . .I dunno. . . Use Infantry anymore? I know it's physically impossible to mount an effective assault using infantry on most maps with automated defenses(Not all, but most. Particularly non-Westwood maps.), but seriously. You'd think that someone would have tried it. Advanced Guard Towers, and especially Obelisks of Light, can't open fire on twelve people at once.(Though the Obelisk could fire off three lasers within three seconds, wait five seconds, then repeat, if the game were more like the original

Command & Conquer. Harr.) But I digress. . .

I generally don't try and "rush" if I can avoid it. If it happens, it's because some equally-foolhearty blokes are blindly following me into the opposing base with hope in their hearts and spirits high, hoping one of us will be able to do some damage. I used to be a fan of rushes, sure, but I mostly assist in terminating Infantry with Patch/Black Hand units nowadays, weither it be by riding in an APC and jumping out as Engineers/Technicians are throwing C4 every which-way, or by running through tunnels and hitting anything that comes my way. But that's just me.

Subject: Re: Rush VS. Non-Rush?

Posted by [mision08](#) on Sat, 09 Jul 2005 19:05:50 GMT

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Quote:Wow. You're an asshole.

Thank You, this often times goes unnoticed.

What about city and glaziers? I start rushing at city @300+ credits and don't stop till im forced to. I think it's important for gdi to keep consistent pressure on nod with rushes (at city). If you have 4 players that stick together and rotate the purchase of apc, hotwires and the occasional ion, you will catch nod in the wrong place eventually. And if you don't, they will sit on the air strip until they have 6 or 7 stanks to rush with. As far as rushing with a light tank, there is no such thing. A light tank is for shooting other vehicles, it doesn't have the destructive power that a stank or flamer has when shooting a building. It is nothing more than a low profile apc with a canon and half the payload.

PS. can someone please edit this and paste the edited version in their reply so I can quickly fix the errors.

Quote:Wow. You're an asshole.

Subject: Re: Rush VS. Non-Rush?

Posted by [flyingfox](#) on Sun, 10 Jul 2005 19:37:29 GMT

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Remember, it's Nod, not nod.

Subject: Re: Rush VS. Non-Rush?

Posted by [Dr. Lithius](#) on Mon, 11 Jul 2005 05:23:38 GMT

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Enough! Just freaking stop already. I highly doubt anyone truly cares. God. . . And that's well beside the topic's point besides.

Subject: Re: Rush VS. Non-Rush?

Posted by [Dave Mason](#) on Mon, 11 Jul 2005 14:18:04 GMT

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flyingfox wrote on Sun, 10 July 2005 20:37 Remember, it's Nod, not nod.

Don't you start trend following aswell.

Subject: Re: Rush VS. Non-Rush?
Posted by [flyingfox](#) on Mon, 11 Jul 2005 18:00:43 GMT
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I actually got !noobd the other day for saying it.

Subject: Re: Rush VS. Non-Rush?
Posted by [Dave Mason](#) on Mon, 11 Jul 2005 18:29:46 GMT
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Reccomendations and noobings mean fuck all in renegade.

Subject: Re: Rush VS. Non-Rush?
Posted by [Lijitsu](#) on Mon, 11 Jul 2005 19:37:50 GMT
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Ive been kicked because i was at -5 recommendations before in an Unrules server. When i left Renegade and Renguard popped up, it said :You have been kicked from Unrules New Maps by: #####(I cant remember his name) For: 'n00bs lik u don belonge n god survors lik dis 1'.

Subject: Re: Rush VS. Non-Rush?
Posted by [Dr. Lithius](#) on Tue, 12 Jul 2005 20:55:01 GMT
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Lijitsu wrote on Mon, 11 July 2005 12:37 Ive been kicked because i was at -5 recommendations before in an Unrules server. When i left Renegade and Renguard popped up, it said :You have been kicked from Unrules New Maps by: #####(I cant remember his name) For: 'n00bs lik u don belonge n god survors lik dis 1'.5/5 for that n00bstory right there. :D

Seriously. There's all sorts of irony in what the guy who kicked you said. Or rather, how he put it.

Subject: Re: Rush VS. Non-Rush?
Posted by [mision08](#) on Sun, 17 Jul 2005 01:53:28 GMT
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LOL

!n00b lijitsu it's God not god!!!

Seriously, God should get more respect than nOD!!!

"no such thing as a light tank rush" I forgot about wreckage and massing, that reminds me. Where the hell did I put my soap box? Ah, never mind.

Subject: Re: Rush VS. Non-Rush?

Posted by [Lijitsu](#) on Sun, 17 Jul 2005 02:10:47 GMT

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Hey, dipshit. Thats how morons spell "good".

Subject: Re: Rush VS. Non-Rush?

Posted by [Jecht](#) on Sun, 17 Jul 2005 19:26:29 GMT

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Lijitsu wrote on Mon, 11 July 2005 15:07I've been kicked because i was at -5 recommendations before in an Unrules server. When i left Renegade and Renguard popped up, it said :You have been kicked from Unrules New Maps by: #####(I cant remember his name) For: 'n00bs lik u don belonge n god survors lik dis 1'.

www.unrules.com and ask them to unban you if that ever happens again.

Subject: Re: Rush VS. Non-Rush?

Posted by [Lijitsu](#) on Mon, 18 Jul 2005 05:53:57 GMT

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It wasnt to much of a bother, really. I just went into the Default CP1 server for alittle while.

Subject: Re: Rush VS. Non-Rush?

Posted by [Renerage](#) on Wed, 03 Aug 2005 10:38:47 GMT

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I got kiked from an unrules server for haveing 30+ kills and no deaths so they kiked me

Subject: Re: Rush VS. Non-Rush?

Posted by [Dr. Lithius](#) on Wed, 03 Aug 2005 18:31:32 GMT

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I got kicked from a UN Rules server for using the Purchase Terminal but not buying anything, once. I also got killed (and had my Credits reset) on the New Maps server for purchasing a Tiberium Mutant. *cough*

Subject: Re: Rush VS. Non-Rush?
Posted by [Renerage](#) on Wed, 03 Aug 2005 18:45:38 GMT
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now THAT ones hilarious lmao. Stupid unrules.

Subject: Re: Rush VS. Non-Rush?
Posted by [Lijitsu](#) on Wed, 03 Aug 2005 21:15:20 GMT
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Funny. I buy Mutants all the time in the New Maps server. Try again, and was your base under attack, or was there a possibility of Purchase Terminal Snipers?

Subject: Re: Rush VS. Non-Rush?
Posted by [Dr. Lithius](#) on Fri, 05 Aug 2005 03:26:29 GMT
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Lijitsu wrote on Wed, 03 August 2005 14:15 Funny. I buy Mutants all the time in the New Maps server. Try again, and was your base under attack, or was there a possibility of Purchase Terminal Snipers?

No, and no. How do I know this for a fact? Aside from the fact my Credits reset not to 0 (considering I had only 200, which was what an Initiate costs) but to the amount given at the start of a game on that server, I received a PM from the server itself. I believe it went something like . . . "You have purchased a disabled unit, and therefore, have been killed." Which I was indeed.

Subject: Re: Rush VS. Non-Rush?
Posted by [Lijitsu](#) on Fri, 05 Aug 2005 08:19:44 GMT
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That is the weirdest thing... I purchase Mutants all the time at the beginning! You're talking about the Tiberium Auto-Rifle one, right? If not, purchase that one, you can heal yourself.

Subject: Re: Rush VS. Non-Rush?
Posted by [Dr. Lithius](#) on Sat, 06 Aug 2005 04:57:38 GMT
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Actually, I goofed. I thought Initiates were the ones with the Chem Spray weapon. What I meant was that I tried to buy an Acolyte. Yeah, Initiates are the best bang for your buck, considering they start out with 100/100 stats and can heal themselves with their tiberium rifle. I do like Acolytes, though, due to the fact they're so fast. Templars flatout bite, however, due to the fact that they're slow. Tough, sure, and heal in tiberium fields, but slow.

Subject: Re: Rush VS. Non-Rush?
Posted by [flyingfox](#) on Mon, 08 Aug 2005 23:38:02 GMT
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you didn't goof--the names are mixed up with each other on the buy screen. or maybe that's what you meant??

I would say the best was the acolyte because his speed lets you get places fast & he's good for sneaking

Subject: Re: Rush VS. Non-Rush?
Posted by [Renerage](#) on Tue, 09 Aug 2005 15:53:58 GMT
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woohoo buddy with top hats amazing.

Subject: Re: Rush VS. Non-Rush?
Posted by [Dave Mason](#) on Tue, 09 Aug 2005 17:48:48 GMT
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Will you ever post seomthing useful?

Subject: Re: Rush VS. Non-Rush?
Posted by [Lijitsu](#) on Tue, 09 Aug 2005 18:50:55 GMT
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ROFL! Nopic post something usefull? HA! Not even if hell is hot again, man.

Subject: Re: Rush VS. Non-Rush?
Posted by [TEKNIK](#) on Tue, 09 Aug 2005 18:56:39 GMT
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I am sure i know the name Nopic from somewhere, a couple of years ago. I am sure he once came into one ofmy servers and was cheating.

Subject: Re: Rush VS. Non-Rush?
Posted by [Dave Mason](#) on Tue, 09 Aug 2005 22:57:03 GMT
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Erm, Nodick hasn't even posted in this topic, I was on about cheekay.

Subject: Re: Rush VS. Non-Rush?
Posted by [Renegade](#) on Wed, 10 Aug 2005 01:48:02 GMT
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they were talkin about fav char, so said buddy with top-hat, thats useful to me and DJM dont you have anythign ebtter to do then to bitch at me for posting?

Subject: Re: Rush VS. Non-Rush?
Posted by [Dr. Lithius](#) on Wed, 10 Aug 2005 04:24:27 GMT
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Does that damned model actually have a name? The "Top Hat Amazon" dude, I mean.

Subject: Re: Rush VS. Non-Rush?
Posted by [Renegade](#) on Tue, 16 Aug 2005 08:42:51 GMT
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I think, but i dont remember whut it is...i THINK its templar
