
Subject: beginning rush

Posted by [Anonymous](#) on Tue, 26 Feb 2002 13:52:00 GMT

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here are some suggestions about how to get off to a good start: this is based on a 16 vs 16, but its easy enough to fix to any game

- 1) organize team. its tough to do but worth the effort.
 - a) split into 4 teams
 - i) 4 grenadeirs/flamethrowers
 - ii) 3 techs/hotwires (as soon as possible)
 - iii) 3 shotguns 4 soldiers
 - iv) 2 ingies
 - b) put teams on certain tasks
 - i) attack anemy harvester
 - ii) mine base
 - iii) control tib feild, protect harvester, kill enemy
 - iv) repair units on battlefeild and harv
- 2) destroy enemy harv no matter what! the resources this denies your enemy is crucial for the early stages of the game and allows you to gain the intiative and stop them from doing anything but cower in a corner.
- 3) after you have sufficeiently gained the intiative and mined your base, upgrade in shifts, split you team up into groups, and rotate them to base to upgrade. make sure that you have elements of all 3 battlefeild groups still out there. this is key to maintain a constant presence on the feild and also to avoid a jam in unit production. again the key is remain organized, and keep a heavy presence on the battlefeild, even if you disagree with my means the strategy is sound.

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Posted by [Anonymous](#) on Tue, 26 Feb 2002 14:24:00 GMT

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Thats a good stratgey, only problem is if the rest of the team will cooperate.

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Posted by [Anonymous](#) on Tue, 26 Feb 2002 14:29:00 GMT

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that is a tough part, but if you do just one or two of these strategies on your own it works very well.

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Posted by [Anonymous](#) on Tue, 26 Feb 2002 15:08:00 GMT

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With GDI the best strategy is to get about 2 or 3 gernaders and sit on the ledge above the tiberium feild. One you see the harvestor open fire, you mat die because people running out of the nod base but if you have a team out there you will own the harvester.

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Posted by [Anonymous](#) on Tue, 26 Feb 2002 16:49:00 GMT

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yeah, ur exactly right. thats the point behind the 3 shotguns and 4 soldiers, to take out enemies as they come up.

Subject: beginning rush
Posted by [Anonymous](#) on Thu, 28 Feb 2002 15:27:00 GMT
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But if the NODs come out with flamethrowers, you'll be in some trouble!!!!

Subject: beginning rush
Posted by [Anonymous](#) on Thu, 28 Feb 2002 16:01:00 GMT
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Flamethrowers are easy to take out with a Soilder.

Subject: beginning rush
Posted by [Anonymous](#) on Fri, 01 Mar 2002 14:29:00 GMT
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quote:Originally posted by CG Vendetta:Flamethrowers are easy to take out with a Soilder.LOL
what game have u been playing ????? Taken out by a soldier?? just drive them over dude

Subject: beginning rush
Posted by [Anonymous](#) on Fri, 01 Mar 2002 15:17:00 GMT
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u cant drive them over ... u dont have money for it ... and driving ppl is not always good ... if u try to drive me over .. u always got a c4 on your window
