
Subject: GDI guard towers

Posted by [Anonymous](#) on Sat, 09 Mar 2002 20:59:00 GMT

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Sometimes in a game I get three people with me to go rush a GDI guard tower. You need two flame tanks and a buggy or something fast. First you rush with all the guys and take massive damage but park right up against the tower and it wont hit you. Now just flame it and the flames will kill the people inside and deal damage. Use your Fast vehicle with an engineer to go rig up bombs in it and detonate. Becuase of the flame tanks flames through walls the engineer is safe while he works his magic. Side note: Works best with no team damage

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Posted by [Anonymous](#) on Sat, 09 Mar 2002 22:10:00 GMT

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WOW your behind. The flame rush was invented a LONG time ago

Subject: GDI guard towers

Posted by [Anonymous](#) on Sat, 09 Mar 2002 22:26:00 GMT

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Flame tank rush was invented before the Demo is out by the beta testers.

Subject: GDI guard towers

Posted by [Anonymous](#) on Sat, 09 Mar 2002 23:10:00 GMT

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hehe I know, it's old but hey this is tactics! BTW new to forum catching up on what I dont know that everyone knows

Subject: GDI guard towers

Posted by [Anonymous](#) on Sun, 10 Mar 2002 13:17:00 GMT

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this tactic works with Light tanks.. If your Lucky

Subject: GDI guard towers

Posted by [Anonymous](#) on Sun, 10 Mar 2002 16:16:00 GMT

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Flammies are better. LT will get whooped fast

Subject: GDI guard towers

Posted by [Anonymous](#) on Sun, 10 Mar 2002 17:45:00 GMT

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I find it better to take the fast vehicle to the nearist power plant, its the perfect distraction really. Although it needs to be a map were a buggy can get to the PP quickly, city is a good example of such a map.

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Posted by [Anonymous](#) on Sun, 10 Mar 2002 17:51:00 GMT

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I wouldn't talk down to him, by watching some people play, you would think "rushing" is a completely new concept to the whole C&C universe.

Subject: GDI guard towers

Posted by [Anonymous](#) on Mon, 11 Mar 2002 00:45:00 GMT

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Welcome to the renegade fourms and watch out for aircraftkiller2001(he just loves to flame people).

Subject: GDI guard towers

Posted by [Anonymous](#) on Tue, 12 Mar 2002 00:24:00 GMT

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Yeah.... you say "Rush the Ob" They say "Cool, OK". And 4 of you hop into brand new Mammoths. As soon as the ob starts shooting, the other three back off and run away like scared little girls. "What happened?" You ask, after you respawn in the barracks. "They were shooting at us," they reply. Hmm.... again, one has to define a rush: Attack until the target is dead. Don't shoot at anything but the target (even in defense). Most importantly, [i]don't run away!!![/i] The problem is that the kinds of people who run away from rushes don't bother reading this forum, so they can't obtain the benefit of our enlightened ways. Sad for them.
