
Subject: Infantry Rushes?

Posted by [rockstar256](#) on Mon, 03 Nov 2008 21:14:06 GMT

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Why infantry rushes are so unused , can't people understand then Gunner rush totaly rapes base and vechs? Or Mendoza/Mobius rush ..5 of them can take down any structure fast. Even simple rocket soilder rush can eb effective in larger groups ant early games. Most of time i see poeple mrls/arty/tech or just stank rush..

People are so dumb or what..? Why not try Sbh rush even..3 sbh can get down any building if its not well defneded.

Subject: Re: Infantry Rushes?

Posted by [_SSnipe_](#) on Mon, 03 Nov 2008 21:21:03 GMT

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I'v seen lot of them work, depends on whos rushing with you

Subject: Re: Infantry Rushes?

Posted by [rockstar256](#) on Tue, 04 Nov 2008 21:52:18 GMT

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Canadacdn wrote on Mon, 03 November 2008 15:20I guess everyone playing C&C Renegade is nowhere near as intelligent as you. You should run for president of Renegade.

I dont like your irony. Please be more creative.

Subject: Re: Infantry Rushes?

Posted by [_SSnipe_](#) on Thu, 06 Nov 2008 15:24:40 GMT

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rockstar256 wrote on Tue, 04 November 2008 13:52Canadacdn wrote on Mon, 03 November 2008 15:20I guess everyone playing C&C Renegade is nowhere near as intelligent as you. You should run for president of Renegade.

I dont like your irony. Please be more creative.

Lol

Subject: Re: Infantry Rushes?

Posted by [ErroR](#) on Thu, 06 Nov 2008 20:06:11 GMT

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Field. Tun. 2 hotties. Ob. 1 dies. Other doesn't. Gets ob.

Subject: Re: Infantry Rushes?

Posted by [Altzan](#) on Thu, 06 Nov 2008 20:18:30 GMT

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ErroR wrote on Thu, 06 November 2008 14:06Field. Tun. 2 hotties. Ob. 1 dies. Other doesn't. Gets ob.

That's precision for ya

Subject: Re: Infantry Rushes?

Posted by [bisen11](#) on Mon, 10 Nov 2008 18:23:57 GMT

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There are quite a few infantry rushes, but at the same time you shouldn't just give the field over to the enemy and neglect your base while doing one. You don't always have enough players on a server to fend off the enemy and do an infantry rush which typically takes quite a few people.

Subject: Re: Infantry Rushes?

Posted by [ArtyWh0re](#) on Mon, 10 Nov 2008 19:32:41 GMT

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bisen11 wrote on Mon, 10 November 2008 12:23There are quite a few infantry rushes, but at the same time you shouldn't just give the field over to the enemy and neglect your base while doing one. You don't always have enough players on a server to fend off the enemy and do an infantry rush which typically takes quite a few people.

I agree in most cases.

Subject: Re: Infantry Rushes?

Posted by [rockstar256](#) on Tue, 11 Nov 2008 20:02:29 GMT

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20 gunner rush OB ! GO GO GO !

Subject: Re: Infantry Rushes?

Posted by [Starbuzz](#) on Tue, 11 Nov 2008 20:22:38 GMT

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rockstar256 wrote on Mon, 03 November 2008 15:14Most of time i see people mrls/arty/tech or

just stank rush..

People are so dumb or what..?

I bloody lol'ed.

Subject: Re: Infantry Rushes?

Posted by [rockstar256](#) on Tue, 11 Nov 2008 20:53:54 GMT

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I known these rushes are very effective but im pissed of how people can do it everytiem instead of..gunner rush e.g

Subject: Re: Infantry Rushes?

Posted by [ArtyWh0re](#) on Tue, 11 Nov 2008 21:19:49 GMT

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In my opinion, in most cases mrls/arty/tech or stank rush and so on are probable more effective than infantry rushes. But Infatry rushes can be more fun as they are not done so often and it can also catch the other team off gaurd.

Subject: Re: Infantry Rushes?

Posted by [ArtyWh0re](#) on Tue, 11 Nov 2008 21:23:39 GMT

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I said in most cases, not all. Like in mesa the gunner rush to the Nod Refinery is very effective. GDI just have to have people to defend the very vunerable WF from artys and such.

So what one of my points is is that there have to be enough people to do a good infantry rush without putting your base at a huge risk.

Subject: Re: Infantry Rushes?

Posted by [_SSnipe_](#) on Wed, 12 Nov 2008 03:59:22 GMT

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I have seen many hottie rushes work on field. rather 2 hotties to ob or ref, or a havoc and such with mob or anything or more people. while they take hits others get in with ion and snipers. or if your on nod you can easily get to AGT from tunnel without setting off agt and no I dont mean harv walking from the field back to base, most people here should know how to do that
