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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 09:49:00 GMT

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What is the best rush for GDI? As compared to the Flame tank rush of NOD. Please list what and why.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:04:00 GMT

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quote:Originally posted by CDRREMLAP:What is the best rush for GDI? As compared to the Flame tank rush of NOD. Please list what and why. That's just it...it's not easy to do a rush with GDI on bases with defenses. If you have teammates that cooperate just about anything can be used to rush except hummers and mrls's I would think med tanks would make a fearsome rush if people actually ignored the mammoth for a game or so and charged the enemy base with just mediums. I'd say mammoths would be a good one to "rush" with but by the time you get to the enemy base they've got flamers by the dozen heading right for ya or already in your base toasting marshmallows over what used to be your AGT. But plain and simple GDI can kick butt if the team sticks together. The best games I've played were in maps that the Nod team beat down all the buildings except one then the team bonded to that building like super glue and NOTHING could touch it. Even when base characters is all we had. Man it's awesome what can be done when people actually try to team up.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 13:20:00 GMT

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Mediums to support the Mammoths. 4 meds +2 Mammoths would be a formidable force. Have the Mammies pull up the rear while the meds rush the defenses. The obelisk can only hit 1 target so 2-3 meds should be able to get close, with the mammies pulling up the rear they should be able to wreak plenty of havoc. The key would be not to let the mammies fall too far behind. Their firepower can help suppress the resistance if the tanks are organized (good luck finding organization).

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 13:33:00 GMT

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APC or hummer (If you can make it...)+SydneyPIC or Mobius+Beacon. Get in the base and lay your ion cannon... Guard it... Boom... This just depends on the base defenders though... Kind of iffy, but it works about 1/2 the time or more if you are good.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 13:45:00 GMT

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Strange how with Nod (Ok ACK, I give up ) you can relatively easily organize a flame rush, but I must admit to never having been a part of a good med. tank rush. I'm sure it's just as effective, but it's so hard to convince folks that it is viable. It's too tempting, I guess, to go out and hunt vehicles.....

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 15:04:00 GMT

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MRLS rushes can be funny, too! just get enough of it, the obelisc can only kill one! and hell, they do damage like \*\*\*\*!5 of those, and on some maps a building is gone... probably the obelisc or the power plant!bit nevertheless, GDI is a infantry rushing fraction, with vehicles they are better in sieges! just stay and fire and wait for reinforcements!

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 17:40:00 GMT

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ok, well it may not be initials but I prefer to say NOD so it sticks out it only makes sense if one is capitalized so should the otherWhat's the point in 4 meds and 2 mammy?Why not just get 6 meds, or better yet, 3 meds and an APC full of engines much cheaper, and the first is just overkill...Also, never get a 1000 character with a beacon unless you're incredibly rich. Sydney and mobius aren't even that good against infantry either, and beacons should always be played as suicide missions, it works better defense.The best charcter to be in a vehicle with is engy/tech, DONT BE A SOLDIER IN EARLY APC RUSHES!It's pointless and remote c4 is much better against a building than... bullets? The best to beacon with is either engy, to remote the beacon up, if ur good with a pistolEither that or stealth black hand, which is best, and if you're poor, a shotgun trooper. because you can't do \*\*\*\* to advanced characters with a machinegun, but at least if you get close u can have a chance with shotty...^^irrelevant?^^

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 17:41:00 GMT

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Welcome to FA. We will R0x0rz your s0x0rz. I played witchoo last night h3li.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 18:06:00 GMT

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i think it's just a sort of defensive hesitation on the part of gdi to actually go into the base that keeps the rushes from happening. when you're in a flame tank, you must get close to a building to damage it, but a medium can stand off and damage it. the only problem with that is that you're blocking the guys behind you from getting to shoot at it. don't look at the medium and mammy as long range "stand off" weapons. just go in and rush!!

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 18:07:00 GMT

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2 Mammoths, 4 Medium Tanks, and 2 APCs with 5 people in each one...

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Fri, 12 Apr 2002 20:08:00 GMT

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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.omg, this again, is this how u got all your posts?? tellings us that its Nod not NOD, WHO GIVES A \*\*\*\* PEOPLE WIL CALL IT WHATEVER THEY WANT, AND Y DO U EVEN CARE?? by the way... r u a english teacher??

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Sat, 13 Apr 2002 00:01:00 GMT

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Remember, it's Nod, not NOD.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Sat, 13 Apr 2002 00:32:00 GMT

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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.postCount++; But yes, med tanks would probably be your best bet ... or maybe a few mrls against an unorganized Nod. But you know all those med tank drivers - never want to do anything but camp =P

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Sat, 13 Apr 2002 11:35:00 GMT

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Three mediums, one or two mammoths (depending on monetary constraints), and two MLRS in tow. As you attack the base, the MLRSes can stay back and help pound structures. And KEEP PACE WITH THE MAMMOTH. Combined assaults rarely fail - so that's why I get so p\*\*\*ed when people break them off because of an empty harvester...One map this WON'T work on is Field.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:29:00 GMT

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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.Remember, it's "Brotherhood of Nod", not Nod.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Sun, 28 Apr 2002 22:14:00 GMT

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quote:Originally posted by micky\_ficky:bit nevertheless, GDI is a infantry rushing fraction, with vehicles they are better in sieges! just stay and fire and wait for reinforcements!Remember its seiges, not sieges

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Sun, 28 Apr 2002 22:17:00 GMT

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quote:Originally posted by Vladimer:by the way... r u a english teacher??correction, "By the way, are you an english teacher?"

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 01:39:00 GMT

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:24:00 GMT

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My favorite rush is this:2 mummies, 3 or 4 mediums, and an APC or humvee. The APC is to take out annoying infantry, but can also be used to sneak some engineers in during all of the confusion once your Rush Force arrives at the Nod base.The 8th vehicles should be a medium tank back at

the GDI base to protect against any sneaky Nod units trying to get in. Tactics vary a lot by map though and the above only applies to maps with the defense towers. In most maps, a force of 4 mammoths is sufficient to severely cripple the Nod base if not destroy it. On maps without defense, though, GDI has a lot of work simply to defend against stealth.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:32:00 GMT

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quote:Originally posted by Whowhere:Best tactic I've come across on City, only works for GDI. When everyone has 450 credits, buy about 3-4 MRLS. Along with Hotwire support. Take the high road and head towards Nod base. Fire on the refinery. With 3 MRLS it should suc\*\*\*b within seconds, especially if most of the Noddies are trying to kill your harvester. Works great.. as well as the 3-4 Mobile Artilley units that just destroyed your power plant. The best plan for GDI on that map is definately to do whatever it takes to prevent an organized flame rush. In your example above, if Nod waits to save up for flames then they'll be hurting pretty bad once you arrive.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 08:34:00 GMT

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Speed kills fellas. Wait till two people have enough for an apc and fill 'em with engies. Lead the two to different sites and blam! There are probably people on the offensive so they probably won't be able to get to both buildings in time to save em all. Just put down remote c4's after the timed ones, wait for the timer to go off and they are done.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 12:59:00 GMT

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Best tactic I've come across on City, only works for GDI. When everyone has 450 credits, buy about 3-4 MRLS. Along with Hotwire support. Take the high road and head towards Nod base. Fire on the refinery. With 3 MRLS it should suc\*\*\*b within seconds, especially if most of the Noddies are trying to kill your harvester.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 13:08:00 GMT

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Last night on one server (map was field), I forget which one, I was an mlrs(or mrls) and engy for the first 30 minutes of a 60 minute game. I died one time, and that was the first time i ran out to c4 the harvester, and i lost one mrls throughout that time. I just happened to look one time when i

escaped death from a stealth tank and saw i had about 8500 credits. Therefore, I bought mammoths for the rest of my team, and I bought mammoths for my whole team (by the time i got 5 bought, i earned the other 500 in credits by the harvester). We came around the corner, 6 mammoths and we obliterated everything, including 3 vehicle waves before we got to the base. Sorry, I know this isnt really relevant to this topic, but i felt like bragging because i felt like i did something and i ws responsible for winning that map.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 13:48:00 GMT

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quote:Originally posted by Vladimer:omg, this again, is this how u got all your posts?? tellings us that its Nod not NOD, WHO GIVES A \*\*\*\* PEOPLE WIL CALL IT WHATEVER THEY WANT, AND Y DO U EVEN CARE?? by the way... r u a english teacher??No Way!!!! he is truly a \*\*\*\*er!! and a n00b ofcourse! remeber its ACK we are talking about...

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:04:00 GMT

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quote:Originally posted by 47214721:mammoths are too expensive, there nice when you have a lot of extra credits.but med tanks are cheaper, faster but a little less firepower and armor.and for the APC/Hummer rush:use a hotwire and use the proxy's to defend youre ion cannon beacon.It's so nice to hear \*boink\* \*boink\* \*Nod obelisk destroyed\* Mediums have half the firepower of mammoths and don't have the nice anti-infantry missles. Mammoths also have 50\% more health/armor. Usually I'll take a medium out first and by the time that is gone I'll have plenty for a mammoth. Sure they're slow, but when you're rushing the Nod base speed isn't very important.. just hold the forward key, shoot at the target, and do that until you die or until the building is destroyed.I don't know what the problem is but I rarely get an APC rush to work on this map. My APC is destroyed by the obelisk before I can even get inside their base. Two APCs should work, except it's hard enough to get enough volunteers to fill one APC for a rush.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 14:12:00 GMT

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I think the "n00b" would be the guy with a signature three and a half pages long.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 16:58:00 GMT

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just med rush, 3 is enuf to get in with no vehicles destroyed (although the first tank will be down to 200 hp) just get up close to the oby and it can't shoot u, be sure to block teh entrance too.

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Mon, 29 Apr 2002 22:07:00 GMT

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I was an mlrs(or mrls) and ::: mrls:mobile rocket launcher system

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Subject: GDI's best rush.....

Posted by [Anonymous](#) on Tue, 30 Apr 2002 00:59:00 GMT

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mammoths are too expensive, there nice when you have a lot of extra credits.but med tanks are cheaper, faster but a little less firepower and armor.and for the APC/Hummer rush:use a hotwire and use the proxy's to defend youre ion cannon beacon.It's so nice to hear \*boink\* \*boink\* \*Nod obelisk destroyed\*

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