
Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City
Posted by [Anonymous](#) on Fri, 12 Apr 2002 23:52:00 GMT

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Well, here we are. I'm sure most of you have gone for that early Nod Buggy rush on City. Most of you also notice that you can easily get slaughtered doing it, too. Here's the trick behind ALL of it: Preparation: Defend your harvester before anything else. Keep it alive with an Engineer. When it rolls back to base, buy that Buggy. Get another Engineer in it. Transit: Your Engineer is probably going to beg for the gunner position. Don't give it to him. You'll see why in a few. Drive your Buggy on the road in front of the Airstrip's drop off area. Take it down the road and go into the Nod tiberium field. Drive the Buggy through the hole in the wall. Execution: As you see that Weapons Factory looming in front of you, you have to choose one of three choices: Either hit the Weapons Factory, Tiberium Refinery, or hide behind the Refinery and get a bit of repairs, hitting the Power Plant. We'll say we're attacking the Tiberium Refinery. As you drive along the large building on your right, fire thirty rounds into the Weapons Factory. EVA will announce: "Warning: GDI Weapons Factory under attack." Drive straight to the Tiberium Refinery's back entrance. All the the Engineers should be looking at the Weapons Factory. Pile out of the Buggy and plant your TIMED C4 FIRST on the Master Control Terminal. After you plant the Timed C4, put the Remote C4 on the Master Control Terminal. Wait until the two C4 charges detonate. Blow the Remote C4. Building destroyed. In the case of you being found: Blow the Remote C4 IMMEDIATELY. Do NOT wait for the Timed C4 to detonate. At the very least, you damage the structure, you get credits, and you get valuable points as well. 65% of the time, the building will blow regardless of if anyone has found you or not. If your Buggy is still intact afterwards, repair it and drive home.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City
Posted by [Anonymous](#) on Fri, 12 Apr 2002 23:55:00 GMT

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What about the AGT? It owns buggies.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City
Posted by [Anonymous](#) on Sat, 13 Apr 2002 04:08:00 GMT

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Ok, first: if you want to take out the powerplant, which is, after all, the most important building, approach the GDI base from the other side - drive through the hole in the wall near YOUR base, over the tiberium field (where their harvester harvests) and drive straight towards the PP. You'll have 125/20 health/armor left (approx). If someone is on the tiberium field and starts firing at you, retreat and take another route. If, when your C4 is placed, someone sees you, do NOT blow the remote right away! Then the enemy can just repair the building and you've accomplished absolutely nothing. Instead jump around, run, circlestrafe, whatever, to avoid their fire while running into their engineers and/or fire at them with your pistol. If there isn't a whole team of enemies determined to take you down you'll survive long enough to detonate the remote after the timed has gone off (or better yet, a second before if you keep track of time), and then the building is destroyed. Almost never fails unless there is a patch/mobius AND at least one hotwire to worry

about (or a ****load of engys). Shotgun troopers are also a pain in this situation.As for GDI, they can access the Hand of Nod, Obelisk of Light, Airstrip and Tiberium Refinery with a Hummer if they know how.[April 13, 2002: Message edited by: Devon]

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City
Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:58:00 GMT

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The buggy rush is also my favorite tactic on City. Your description of it's mechanics is right on, ACK. Although it might be considered a waste of resources, I usually put 2 remote c4 on my buggy before I go, so that when it is stolen from behind the refinery (I can't tell you how many people drive away in that thing instead of coming in to investigate) it won't come back to haunt me.If I'm GDI, organizing four MRLs to go down the left alley is almost sure to take out the Nod tib. refinery. Unless they are quite prepared for it, and even then, with a few engies, it's a tough one to beat.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City
Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:20:00 GMT

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city is my favorite map. it offers sneaky ways of winning as well as brute force slug fests. the trick is to balance base D with an offensive rush. this map definitely allows lone wolf rambo's to shine if they catch the other side sleeping. it has defensive structures, but they don't protect the base that well, so it's fairly easy to blow buildings up close or from afar for either side. for those of you that are going to make maps when they release the tools, please make more like city!

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City
Posted by [Anonymous](#) on Sat, 13 Apr 2002 10:46:00 GMT

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quote:Originally posted by aircraftkiller2001:Dude: The AGT takes the Buggy down to about 15 units of armour with full health left.It does NOT Own Buggies, only when they get too close.I know what I'm doing, d00d. I do this tactic almost every game on City.When you are vs me and i defend you will not make it

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City
Posted by [Anonymous](#) on Sat, 13 Apr 2002 11:28:00 GMT

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I;m a good driver and when I buggy in to factory is usually has something like full health no armor... I didn't know u could make it to refine and plant, I guess it's just risky. But Factory is easy... I bugged in to factory and killed it with tech and this guy kept saying I was cheating I love

thatHere's the deal with remote/timed c4as tech or engy, always do timed firstMake sure they get on the MCT, and dont stack them on top of eachotherThen plant your 2 remotes, look at the clock to see when ur timed will go off.if you are advanced and the plant is empty, have some fun planting proximites.If someone walks in on you and you can not kill them, dodge and try to stay alive for as long as possible. 2 timed and 2 remote is overkill on a building, so u dont have to wait for the timed to blow before u detonate.if the enemy that walks in on you is an engy/tech, then dont blow remote until u have to. instead, run away behind a wall, if they follow blow before u die. If they try to repair the MCT or disarm the c4, take out ur pistola dn headshot em, they usually wont ahve enough time to disarm.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 12:07:00 GMT

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Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

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

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If you drive TERRIBLY then yes the AGT Owns the Buggy. If you drive correctly then you should be able to get behind the power plant with at least 100 health and 0 armor(duh). I personally beleive this rush can be done for both sides on that map. However for GDI you can only choose between the Hand of Nod and the Refinery. And only the Refinery if you wait an extremely long amount of time to repair your Hummer from damage of turret fire and wait for the Obelisk to let its charge down.On another note, GDI can do a pretty effective MRLS rush on that map targeting the Refinery first and moving onto the Hand of Nod.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 13:04:00 GMT

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I havent tested this alot --but if you alternate your fire between two buildings - shoot a - then shoot b - then return to a - etc.. - EVA never says a thing and the buildings go boom....Since EVA doesnt say anything - the other side isnt aware that the buildings are going down.i did this in a couple of games - but it could be lag -anyone else seen/heard this?[April 13, 2002: Message edited by: StoneRook]

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 13:25:00 GMT

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How long is the fuse on timed c4?I've never succeeded with this tactic, mostly because I never try...

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 15:05:00 GMT

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quote:Originally posted by Devon:Die from being seen? I'm sorry, I didn't know you could die from someone looking at you. Geeze - it's not like you should be standing still and just take damage. You have 300 health with a Technician/Hotwire - not even a Patch/Black Hand can take you out immediately. If you know what you are doing, you can survive at least ten seconds against anything except Mobius/Mendoza or multiple Patch/LCG characters, and you only need 23 seconds because it takes 7-8 seconds to plant 4 C4. You have a perfectly visible health bar - when you start to run out of HP, it's time to blow the remotes, not when you still have 150+ HP left (unless there is a PIC/Raveshaw there). For someone who's been beta-testing for so long your tactics sure seem primitive. Do yourself a favor and STFU. You know damn well what I meant by what I said. You don't take chances in this game dealing with this sort of thing. I play with people who will kill you within four seconds. Most of the time, people pull out their little pistol and counter-attack. When you're facing someone like Yohame or Kingdud whilst inside the Refinery, you're as good as toast. Just detonate it once they are inside and know you are there. Once they know you are there, they will start firing at you. It's better to get those points and credits than to die and lose the chance of getting anything back at all.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 15:25:00 GMT

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the buggy can make it past the AGT for all u pple saying it cant just usually when i do it early i go for there harv get money buy buggy by tech go over threw the secrete entrancemake it past AGT with an ease and bye bye build in but here latly i been steppin in mines ROFL why do u pple have to get so smart?

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 15:51:00 GMT

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Dunno maybe if you wouldn't do the same thing over and over again we wouldn't catch on..... but if you want to easily get in the just take an engi or another tech with you cuz most people just put mines at the entrance of a building and don't spread them out.... so an easy way to get rid of them is a suicide or work together and defuse them all simple as 1+1 errrrr.... provided you don't find that challenging [April 13, 2002: Message edited by: C4kitty]

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:12:00 GMT

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yea but thats also a problemno one will do it with youevery1 wants to do there own thingnoone follows teamworkand i think teamwork would make online play alot better and tougher

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:19:00 GMT

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quote: Do yourself a favor and STFU. Ditto. quote: You know d4mn well what I meant by what I said. Yes. The question is - do you understand what I meant? quote: You don't take chances in this game dealing with this sort of thing. I play with people who will kill you within four seconds.Well let me tell you something. Back in the day when Quake 1 was the newest and coolest game around a friend of mine introduced me to a guy in Team 9. This guy was ranked #11 or so in the world. I challenged him and he totally kicked my ass (well, DUH! He was the kind of guy that fired a rocket so you bounced into the air and then hit you with another when you landed) - however, it usually took him a good five or ten seconds to kill me when we encountered each other because I know how to dodge stuff. I learned that when I zig-zagged through the plasmafire of the Arachnotrons in Doom 2 for fun (usually you just run around them and shoot but it's more fun to strafe between the shots). The point is, no matter how good you are you WILL need time to kill someone who knows how to dodge. It doesn't matter how accurate you are - if your target moves unpredictably you can't hit it with a significant portion of your shots. And remember, it's much easier to dodge stuff in Renegade than in Q1 (and most other games). quote: Most of the time, people pull out their little pistol and counter-attack. When you're facing someone like Yohame or Kingdud whilst inside the Refinery, you're as good as toast. Just detonate it once they are inside and know you are there. Once they know you are there, they will start firing at you. See above paragraph. They can fire all they want, as long as they are not Mobius or several LCG/Patches they will need several seconds to take out a good dodger. I'm actually more worried about two Hotwires since they can disarm C4 so **** fast. quote: It's better to get those points and credits than to die and lose the chance of getting anything back at all. That depends on the refinery situation.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:22:00 GMT

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quote: How long is the fuse on timed c4?30 seconds.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:24:00 GMT

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i always jump around when im spottedb/c like he saidif u blow it u do not accomplish nothingbut once i get to 35 in health no matter i blow itto get pointsso both of u ahve a point in some way

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:27:00 GMT

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The AGT is still quite good, it gets really hard if you have a normal ping of 200-400 (yeah I do), and you are going round the back of the wep fact, and you teleport to the front.. that annoyes me no end.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:30:00 GMT

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lol what i hate the mostin a situation like that (normal im lag free but every once in a while it hits a bumb in the road)but i hate going round backand u make it where u wantthen all of a suddenur put back and u have done ran into thegrey guard posts for ppleand the AGT tears u upjeeze i hate that

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:36:00 GMT

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do u notice some people NOT destroying the base defenses or the power plant FIRST in a map WITH base defenses? Ususallyly it is a must.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 18:12:00 GMT

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This is getting progressively harder and harder to do when you have competent opponents - on 0 starting credit maps, SMART players should set up a defense of two formidable inf. units as soon as THEIR credits hit 350. God knows anything I'M planning stops when I'm on GDI when my credits hit 800.That's the thing - ANNOUNCE these things. That way you get to scream when no one does anything.350 - "WATCH OUT FOR ALLEY BUGGY RUSH"450 - "SOMEONE GO UP AND CHECK OVERPASS FOR ARTY"800 - "BUY MED. TANK - ENEMY SHOULD HAVE 800 CREDITS BY NOW"i've found typing in caps helps a great deal, as it annoys people, but in that same vain, they at least look at it.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 20:03:00 GMT

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Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sat, 13 Apr 2002 20:08:00 GMT

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Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City

Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:13:00 GMT

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quote:Originally posted by Devon:Ok, first: if you want to take out the powerplant, which is, after all, the most important building, approach the GDI base from the other side - drive through the hole in the wall near YOUR base, over the tiberium field (where their harvester harvests) and drive straight towards the PP. You'll have 125/20 health/armor left (approx). If someone is on the tiberium field and starts firing at you, retreat and take another route. If, when your C4 is placed, someone sees you, do NOT blow the remote right away! Then the enemy can just repair the building and you've accomplished absolutely nothing. Instead jump around, run, circlestrafe, whatever, to avoid their fire while running into their engineers and/or fire at them with your pistol. If there isn't a whole team of enemies determined to take you down you'll survive long enough to detonate the remote after the timed has gone off (or better yet, a second before if you keep track of time), and then the building is destroyed. Almost never fails unless there is a patch/mobius AND at least one hotwire to worry about (or a ****load of engys). Shotgun troopers are also a pain in this situation. As for GDI, they can access the Hand of Nod, Obelisk of Light, Airstrip and Tiberium Refinery with a Hummer if they know how. [April 13, 2002: Message edited by: Devon] You know why you blow it? Because IF YOU DIE FROM BEING SEEN, you can't detonate it. You'll rarely live the 30 seconds for that Timed C4 to blow... So you might as well detonate the Remote C4 and get some kind of points and credits out of it, instead of NOTHING at ALL.

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Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:27:00 GMT

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I only detonate if there are people in there with me. Otherwise, I love the slow painfull tension of being all alone in the Tib Refinery, 2 timed and 2 remote c4 planted and ready to pop, just HOPING no one comes in and spots me. I usually blow the c4 as soon as I'm spotted, just in case, like ACK mentioned. I recomend the buggy rush to the tib ref, for those who haven't tried. It's usually not mined (but then, neither is the weapons factory...Also, if you're spotted, and techs/engies start trying to repair the terminal, do a little dance between them and the MCT...you

can usually rack up some life from enemy engine beams, and really p*ss them off. Course, that's all over once they pull out their pistol, but it does tend to buy some more time to let that c4 pop.

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Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:36:00 GMT
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Hey, good tip!(about firing at the weapons factory). Thank you.

Subject: Early Nod Buggy Rush: The RIGHT Way To Do It On City
Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:43:00 GMT
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Old tactick owh wait i did not post it so its new for you guys....

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Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:46:00 GMT
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quote: You know why you blow it? Because IF YOU DIE FROM BEING SEEN, you can't detonate it. You'll rarely live the 30 seconds for that Timed C4 to blow... So you might as well detonate the Remote C4 and get some kind of points and credits out of it, instead of NOTHING at ALL. Die from being seen? I'm sorry, I didn't know you could die from someone looking at you. Geeze - it's not like you should be standing still and just take damage. You have 300 health with a Technician/Hotwire - not even a Patch/Black Hand can take you out immediately. If you know what you are doing, you can survive at least ten seconds against anything except Mobius/Mendoza or multiple Patch/LCG characters, and you only need 23 seconds because it takes 7-8 seconds to plant 4 C4. You have a perfectly visible health bar - when you start to run out of HP, it's time to blow the remotes, not when you still have 150+ HP left (unless there is a PIC/Raveshaw there). For someone who's been beta-testing for so long your tactics sure seem primitive.
