
Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:10:00 GMT
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I've noticed that the first word that comes out of peoples mouth at the start of a match is "save for flame tanks" and gdi says "buy tanks to defend from flame rush" why must gdi always defend from the flame rush, med tanks work wonders at taking out a base and if nod has 4 artilerys and an engie{maybe light tank backup} they can stop any rush. I was just wondering why nod always feels the need to flame rush and why gdi never feels like saying "save up for med tank rush"

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:28:00 GMT
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you're right about gdi. don't know why, but i see very little chat about organizing a rush when playing gdi. if they do, it's either waiting for mammies, or piling some engies in an apc. i love the medium tank personally, and think gdi should start thinking of it as their main battle tank and not the mammy...

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:30:00 GMT
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Its simple...the flame tanks have a crapload of health and armor, and can torch a building in no time. If GDI had such a powerful offensive weapon (say if the mammoth tank was as fast as the light tank), then you can bet they would be rushing like mad too

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:33:00 GMT
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I look at it this way:the flame tank is a really fast and powerful version of the med tank that doesnt have to reload. That and on maps with defenses, the only thing the AGT can kill is infantry and buggies. GDI needs that extra D.Other than that all of GDI's units are slow. The term "rush" and "GDI" just dont go together. [April 14, 2002: Message edited by: StuntCorpse]

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:33:00 GMT
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well nod is better at def and assault than gdi, gdi takes so much skill over the enemy that is is impossible to succseed easily but if nod just make f tanks, second mammoth is an expensive pile

of trash, why ww make it so lightly armored and weak in the main guns is unknown to me, i hate the way it stinks. med vs f tank at assaults? the f tank is 500\% superior, mammoth is way too slow and weak to be that good for the \$ u pay. ww just cant ballance. they have no clue waht they doin, ic could balance better.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:36:00 GMT
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mammoth needs higher armor like 850/850 and better main guns, faster turning time, and a cost of say 1200 or 1250 or so no 1500!!! for a pile of trash maby 1500 if it had all the upgrades i mentioned. I wonder how the beta testers didnt notivce nod is just a good deal better?

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 20:49:00 GMT
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Another bad thinga bout mammies is they have a HUGE profile on the battlefeild, which makes em artillery fodder. Med tanks are great for tank superiority, cause if you know what you are doing you can take on any Nod tank one on one and come out on top. Still, GDI needs some kinda "building crusher" vehicle that lasts longer then two seconds...

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 21:51:00 GMT
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i win with gdi all the time.the problem is is that ur playing with the wrong ppl.play with ppl that say destroy the airstrip so they cant rush our base not defend it for when they come.they cant send flamers if they cant make them. just a thought though.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 22:01:00 GMT
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that always works nicely.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Sun, 14 Apr 2002 22:45:00 GMT
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everyone, save up for mamoths and then well do a crawl!

Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Mon, 15 Apr 2002 01:09:00 GMT

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quote:Originally posted by Woggy:everyone, save up for mamoths and then well do a crawl! you wanna play on the European servers, they have no idea what a flame rush is, kind of makes for a fun game, as you get more people attacking/defending and the games last longer.they go on so long the points at the end of it are huge. The MVP one game I played had 15,000 points

Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Mon, 15 Apr 2002 01:25:00 GMT

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I think the true reason is because of the light armor of the Nod units. There are ways to stop a Nod Flame Tank rush besides saving for tanks...All you have to do is picture the rush in your mind and put up defenses to stop them...For example.. mines, C4, okay a couple tanks.... and a Gunner.. when the tanks are flaming away at your base they are sitting ducks. Make sure the building that is being attacked has a HotWire inside to repair fast!!!

Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Mon, 15 Apr 2002 03:57:00 GMT

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Early med tank tank rush is doomed simply because of the nod turrets and slow rate of fire.... When turrets are destroyed, this is often mammoth time...In AGT/Obelisk maps :- first Nod is attacker, GDI need to defend- then when mammoths are coming, GDI makes the siege, and Nod is defending.Obviously this not always true, because of lack of teamplay or not, because of the skill of the players and so on...BUT, VERY VERY OFTEN ON MAPS LIKE HOURGLASS AND CITY IF GDI DOESN'T DEFEND A BIT, THEY LOSE IN THE FIRSTS TEN MINUTES !!! I've seen this a lot, a lot , a lot of time Ok you can tell me that GDI can APC rush the obelisk. True but every clever Nod player knows this too, and simply mine the obelisk. And think about, how easy is APC rush in GDI base as a Nod... => GDI first must defend : on defended maps that's a matter of survival. On undefended maps that's another story...

Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Mon, 15 Apr 2002 07:58:00 GMT

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As I've said before, I LOVE the medium tank. I use it as a primary "alone" infiltration tool to get into bases. The 120mm cannon gets buildings started, and on average, the ****ed thing lasts 10

seconds longer than an APC does under heavy fire. The only downside is infantry can eat you alive, but if you time it right - 800 + 350 credits, you can get in there before the base is filled with twink idiots with their expensive infantry. The OTHER downside is the fact that it only holds two. But get close enough to the Ob, pump a few rounds in the entrance at the MCT, and you have a d*mn good shot at taking it down with your remote and one timed C4 - an even better shot if you can get a passenger in and block the doorway.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Mon, 15 Apr 2002 08:31:00 GMT
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Heres my way of looking at GDI and NODGDI- Seig is they're upperhandNOD- Rush rush rush

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Mon, 15 Apr 2002 11:16:00 GMT
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quote:Originally posted by zukkov:you're right about gdi. don't know why, but i see very little chat about organizing a rush when playing gdi. if they do, it's either waiting for mammies, or piling some engies in an apc. i love the medium tank personally, and think gdi should start thinking of it as their main battle tank and not the mammy...the meduim tank is [imo] the grunt vehicle for GDI. iots the one that does the dirty work. The mammoth is mobile base defence/riot control depending on wether their in groups or not.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Mon, 15 Apr 2002 11:18:00 GMT
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quote:Originally posted by Blazer:Its simple...the flame tanks have a crapload of health and armor, and can torch a building in no time. If GDI had such a powerful offensive weapon (say if the mammoth tank was as fast as the light tank), then you can bet they would be rushing like mad too or mabye they should make those huge cannon actually hurt more than the meduim tank.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Mon, 15 Apr 2002 13:22:00 GMT
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... or maybe WW should just fix the AGT in the next upcoming patch so that it still fires on things at close range. That would make me happy.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Mon, 15 Apr 2002 19:52:00 GMT
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quote:Originally posted by zukkov:you're right about gdi. don't know why, but i see very little chat about organizing a rush when playing gdi. if they do, it's either waiting for mammies, or piling some engies in an apc. i love the medium tank personally, and think gdi should start thinking of it as their main battle tank and not the mammy...No idea. I like the med tank the best too. its the most agile and has better firepower than any other GDI vehicle, save the Mammoth.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Tue, 16 Apr 2002 15:30:00 GMT
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GDI is know for their bulk and brute force. Nod is know for it's hit and runs, fast attack, rush, etc. Nod has to hit GDI before they can get their bulkiest units out. We have to use gerilla-type attacks. GDI just has to get its bulkiest units out (in most cases that is). I agree with you guys on the med tank. It is the most balanced tank. Good for taking out flame tanks for their decent mobility [April 16, 2002: Message edited by: jindi007]

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Tue, 16 Apr 2002 16:57:00 GMT
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quote:Originally posted by ktpeters:No idea. I like the med tank the best too. its the most agile and has better firepower than any other GDI vehicle, save the Mammoth.I tend to use the mammoth tank. I use it only when the other team his little or no defences. Otherwise, I try to organize a team of about 5 medium tanks to "crawl" (a slow rush) their base defences.

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Tue, 16 Apr 2002 17:44:00 GMT
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Acctually, with a mamy alone, I almost took out an obilisk with only a engie for support...

Subject: Why does nod always have to rush?
Posted by [Anonymous](#) on Fri, 19 Apr 2002 01:21:00 GMT
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actually apart from a few maps the game is very well balanced the only problem is that team work is most important with GDI than nodNod = Fast Rush atacks in the early game (flame rush is almost imposibly against a well organised late game GDI) and stealth tatics in the late game.GDI

= Are the brute force team. Games are won in the battle field tank battles of even numbers are nearly allways won by GDI.,also GDI need a mix of units compared to Nod mamys and rocket launchers need to be escorted.

Subject: Why does nod always have to rush?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 07:44:00 GMT

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quote:Originally posted by M16_Man:mammoth is an expensive pile of trash, why ww make it so lightly armored and weak in the main guns is unknown to me, i hate the way it stinks. med vs f tank at assaults? the f tank is 500\% superior, mammoth is way too slow and weak to be that good for the \$ u pay. ww just cant ballance. they have no clue waht they doin, ic could balance better.Actually, there have been several times that I've taken a Mammoth just outside the enemy base and decimated the enemy defenses on my own. All you need to know is where and when to use it. Yes, the cannons aren't any more powerful than that of the med. tank, but get this, it has twice the fire rate. That's right, for every one shot the med. tank gets off, the mammoth gets off two. Also, the rockets can devastate enemy infantry. The mammoth is slow, but it also can regenerate health, something no other unit can do (at 2 health/sec). I rest my case.
