
Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:27:00 GMT
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The other day I was playing on Hourglass and our warfac got destroyed early on. Now without the ability to build tanks I thought to myself "self... this should be an asswhopin" but to my surprize we won. Everyone started talking about the Famous Flamer rush on that map. The mines started coming out and every rush went down... We ended up winning on points. Now I don't know if it was sheer luck or just good teamwork. Has anyone noticed that on the smaller maps like Field and Hourglass if a War Fac gets destroyed early it's hard to defeat GDI forces? All I want to say is good job team on the game!!!

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:36:00 GMT
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I see that sometimes when the other team has only one building left, but incredibly tough to destroy it because the other team defends it so well. But it is much easier to destroy all the buildings relatively in a short period of time. This may be caused by determination not to lose that last building (which is what I think), or the last building has more security than defending the entire base. This is mentioned in another post, but in one of the games in Zukkov's channel last night, I was on NoD, and we ended up having only the Hand left. They came at us with Mammoths, Meds, Hotwires bent on mining the MCT, and Mobiuses, but failed of our joint effort in 2 of us defending the attackers and the other one as a technician putting 15 mines at each entrance (though I was annoyed in the middle where I got disconnected and lost my expensive Mendoza). We ended up losing to points, but at least our Hand didn't go down (they had an ion cannon set to go off about 5 seconds after time up)

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:49:00 GMT
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NightAces I remember that, talk about a serious brawl then... blip...

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:54:00 GMT
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Yep - when you lose the tanks -- everyone gravitates to BD (base defense) No more "tank heros" They get the 1K units - which can handle FT rushes. (Mobi's come to mind) Plus being an engie is cool - because of all the credit you make repairing/fending off rushes. The sweet thing is when you capture an enemy APV and run back to their base and hotwire the OBI/HoN --- big surprize -- i've been in a couple of "WTF?" games when your buildings start to blow while your thinking the game is in hand. (Thank you very much Zukkov/Danzigger for that one- LOL) So - BD

is the best thing to do i guess...

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 10:03:00 GMT
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responding to the original post, i'd agree that players get more serious when they lose their first building, especially if it's the w/f or a/s. that's why i think the barracks/HON should be a top priority target when you rush a base. without the ability to buy hotwires/techs or other special characters, the base is much harder to defend. and nightaces, it was indeed fun defending the HON last night. i think we all knew that we were going to lose, but we hung in there and defended to the end! good game!! [April 21, 2002: Message edited by: zukkov]

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 13:42:00 GMT
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But it may also be the other way round: I once joined a game where our Hand of Nod blew up after one hour into the game (demo - map Under). It was one more hour to go, I was the only technician left. It was so much fun, fending off about 3 mammoth camps with artilleries, 5+ APC rushes and so on. In the end we brought GDI down to one building left and won by points.

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 14:19:00 GMT
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When there are enough players a single buidling can be defended forever. But back to the original post, yes GDI has mean infantry, and people seam to forget that tanks without infantry support, are much much much easier to take out, then just infantry. It doesn't matter which side I'm on but if I can't take out the powerplant/refinery early on. I always go for the infantry producers not the tank producers. Infantry is much more important then tanks. On maps with fixed defences tanks are more important, because penetrating those bases is extremely difficult to organise without vehicles, especially against GDI. *Reading my post; so it does depend on # of players, map, team ability etc. afterall.*

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 15:13:00 GMT
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Also, on maps with base defenses, infantry classes seem to act as base defenders, while vehicles go on the offensive. If your team takes out the barracks/HoN after the airstrip, then everyone will already be a defensive character, but if you take out the barracks/HoN first, everyone will attempt

to go on offensive, and the base is really easy to destroy then.

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 18:31:00 GMT
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When the enemy are zealously defending their hand of nod, I find the best strategy is to have 3 players. one with a sniper (1000\$ sniper a bonus), one with a med tank/light tank/artillery/mrls, and one with an apc + beacon. You attack the enemy base with the apc/tank combo, the sniper as a passenger and the drivers doing any repairing needed. Once all of the enemy team runs into their hand to repair it from the tank/mrls/artil shots, your beacon guy runs up to their base, defended by the tank/biggun and the sniper. After planting the beacon outside you just sit tight, with the sniper miles away watching the beacon like a hawk. The enemy team usually tries first to disarm the beacon. When that doesn't work they all run out and try to get the APC that's getting them. If they use flamers/gunners/lasers/engi's this usually works, and you lose the APC. Now the enemy team tries to repair the beacon, but people repairing beacons are so easy to snipe, and there is still a tank/mrls/artil attacking the building all the way through. If by sniping of their own they manage to get your sniper, they usually still lose the structure by the beacon going off. If the beacon is also disarmed the mrls often does the job. If they fully repel your attack, you can guarantee it's bigger than a 3 player game, so just double your numbers and try again. bottom line - it's incredible hard to disarm a beacon when a sniper is watching from afar. This tactic takes full advantage of this. [April 21, 2002: Message edited by: [uscm]DarkFox]

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Sun, 21 Apr 2002 20:23:00 GMT
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Nice strat i'll try that I'll be the sniper

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Mon, 22 Apr 2002 00:56:00 GMT
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When airstrip/factory is destroyed , yes i agree, without a good teamplay it 's very hard to take out the enemy base... It's why i try to beacon/c4 the hon/barracks first when this is possible...

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Mon, 22 Apr 2002 15:11:00 GMT
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that's about the first time i've actually heard a good strategy here we need more sniper/beacon coordination, because its so hard to move and target beacon at the same time.

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Mon, 22 Apr 2002 15:16:00 GMT
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This doesn't have anything to do with that strategy (which I think is cool), but it's funny to see a hotwire in a humvee jump out to disarm a nuke beacon you've placed by a structure, then jump into the humvee with your stealth hand and run over the hotwire, as well as shooting others that try to approach it (i've taken out 3 hotwires disarming at the same time by running em all over at once)

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Mon, 22 Apr 2002 17:56:00 GMT
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Even better when that hotwire jumps out of their only tank after the war factory gets destroyed and you run around their base hitting buildings for 5 minutes until u get bored and get out to destroy it, then come back again in an ft and sit on other peoples beacons while you attack the power plant and barracks. Man that was a fun game

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Tue, 23 Apr 2002 02:09:00 GMT
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The two maps GDI infantry defense happens most on is Islands and Hourglass. Myself I'm starting to think no tanks is a much better defense. Mobius and Sydney can shred through flamers like nothing else. Stealth tanks go down stupidly fast as well. I've now been on the winning GDI team 5 times on Hourglass and won by points when our WF has been taken down (played sydney each time).

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Tue, 23 Apr 2002 07:38:00 GMT
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quote:Originally posted by CDRREMLAP: The other day I was playing on Hourglass and our warfac got destroyed early on. Now without the ability to build tanks I thought to myself "self... this should be an asswhopin" but to my surprize we won. Everyone started talking about the Famous Flamer rush on that map. The mines started coming out and every rush went down... We ended up winning on points. Now I don't know if it was sheer luck or just good teamwork. Has anyone noticed that on the smaller maps like Field and Hourglass if a War Fac gets destroyed early it's hard to defeat GDI forces? All I want to say is good job team on the game!!! Well, this can be explained qyute easily. As soon as a building is destroyed, everyone goes WOHO! and dont care anymore about teamwork, but the loosing team start to use defence plans. If nod had been bright, they would have get 3 snipers on top of the hill, and used Stank (why Stanks??? secret!!!) to take out the agt. or used art on to of the hill to attack your raf while you were defending against

the flamer... But that's true. Once a single building is out, the team gets a lot more coordination.

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Tue, 23 Apr 2002 07:40:00 GMT
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quote:Originally posted by Accurain:The two maps GDI infantry defense happens most on is Islands and Hourglass.Myself I'm starting to think no tanks is a much better defense. Mobius and Sydney can shred through flamers like nothing else. Stealth tanks go down stupidly fast as well. I've now been on the winning GDI team 5 times on Hourglass and won by points when our WF has been taken down (played sydney each time).there is nothing like a mobius to defend a base against flame rush! as for the art, use havoc! you could be surprised how much damage he deals to those nasty things!

Subject: Please Read! Best Flame Rush Stoppage
Posted by [Anonymous](#) on Tue, 23 Apr 2002 07:57:00 GMT
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I think the biggest problem is teamwork, almost everyone goes alone, just 3 or 4 guys who wants to win or wanna have great fun goes in team.. that's too bad cause in teams you will damage more then alone
