
Subject: Favourite 3 tactic.

Posted by [RoCk2Star](#) on Thu, 13 Aug 2009 13:16:19 GMT

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1.Stankrush with flamer meatshield on agt.

2.6 in gunner rush and hottie.

3.Demo buggy :S

Subject: Re: Favourite 3 tactic.

Posted by [CarrierII](#) on Sun, 16 Aug 2009 07:02:42 GMT

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MRLS rush.

Subject: Re: Favourite 3 tactic.

Posted by [wkw427](#) on Sun, 16 Aug 2009 16:12:25 GMT

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Any type of rush is epic. But I prefer light tanks because they are faster

Subject: Re: Favourite 3 tactic.

Posted by [ErroR](#) on Sun, 16 Aug 2009 19:19:37 GMT

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1. Decoy suicide inf or buggy (on nod obviously), while it takes agt's fire upon itself inf can easily pass (ofc for a short period of time, but enough on field)

2. Might not be considered as a "tactic", or maybe not allowed, but when some whore really pisses me off, i place loads of timed's on the front of my vech and ram him.

3. Friendly rush

Subject: Re: Favourite 3 tactic.

Posted by [RTsa](#) on Mon, 17 Aug 2009 14:32:57 GMT

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Apache rushes. (mainly city)

Sneaking in with 1-2 characters.

Engi APC rushes using remotes.

Subject: Re: Favourite 3 tactic.

Posted by [Lt Albrecht](#) on Mon, 17 Aug 2009 17:06:29 GMT

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Sticking 12 proxies on a vehicle then ramming an enemy, also works quite well at preventing people c4ing you...

Subject: Re: Favourite 3 tactic.

Posted by [ErroR](#) on Mon, 17 Aug 2009 17:07:07 GMT

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Lt Albrecht wrote on Mon, 17 August 2009 20:06 Sticking 12 proxies on a vehicle then ramming an enemy, also works quite well at preventing people c4ing you...
fuking up the mine limit? try timed s

Subject: Re: Favourite 3 tactic.

Posted by [ArtyWh0re](#) on Tue, 18 Aug 2009 18:25:03 GMT

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- 1) Med rush. When this is done properly it becomes C&C 95 style.
 - 2) APC rush. Always is fun to do these. They are like a mission which requires you to get out and go inside the enemy buildings.
 - 3) Infantry rushes. Stealth is always fun. Chem rushes are funny when they work and so are SBH rushes.
-

Subject: Re: Favourite 3 tactic.

Posted by [kannies](#) on Wed, 19 Aug 2009 12:03:05 GMT

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- 1) Chem Sprayer rush
 - 2) 5mph mammals rush (15 mammals on Jelly Marathon)
 - 3) Charging into a building that is under heavy fire with a Mobius (or group of them) and slaughtering all the repairers
-

Subject: Re: Favourite 3 tactic.

Posted by [wkw427](#) on Thu, 20 Aug 2009 21:49:19 GMT

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gunner rush
<ftp://74.52.182.210/wallsgunners.png>

Subject: Re: Favourite 3 tactic.
Posted by [GEORGE ZIMMER](#) on Fri, 21 Aug 2009 00:48:49 GMT
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SBH rush, because it's rare that they work, but when it DOES work, it's fucking fun.

Stank rush, because it's fun to see the enemy team get taken by surprise.

Sydney/Ravashaw rush. Because it's fun seeing a shitton of vehicle and infantry raping lasers constantly go off.

Subject: Re: Favourite 3 tactic.
Posted by [Goztow](#) on Fri, 21 Aug 2009 06:44:03 GMT
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1. mammy rush: the look on the enemy's faces when they realized they're so fucked now
 2. arty rush: when you decide you've done enough camping and those 4 arts rush the agt
 3. hottie / techy rush: the satisfaction of sneaking by everyone and killing a building
-

Subject: Re: Favourite 3 tactic.
Posted by [ErroR](#) on Fri, 21 Aug 2009 09:08:50 GMT
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wkw427 wrote on Fri, 21 August 2009 00:49gunner rush

<ftp://74.52.182.210/wallsgunners.png>

That's a lot of people

only big gunner rush i had was this, still that was a max number of players that ever played i think (or close to it)

File Attachments

- 1) [Screeny.png](#), downloaded 365 times
-

Posted by [EaZiE](#) on Fri, 11 Sep 2009 22:31:39 GMT

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wkw427 wrote on Thu, 20 August 2009 16:49gunner rush
ftp://74.52.182.210/wallsgunners.png

That ss is amazing. I wasn't around the days where servers were that big =[

Subject: Re: Favourite 3 tactic.

Posted by [liquidv2](#) on Sat, 12 Sep 2009 00:24:18 GMT

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that gunner ss is from a month or two ago on jelly marathon
