Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sat, 27 Apr 2002 18:27:00 GMT

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When you see the rushing vehicle(most likely an APC) going toward the AGT/OB please drive in front of it. Even if it is a Flame Tank you only receive minor damage before it's destroyed. In the unlikely event you are not between the AGT/OB and the incoming vehilce but can block the door with your tank then please block it. In both cases the enemy will be taken out long before they get inside. This strat will save your base defenses 100\% of the time if done properly.

Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sat, 27 Apr 2002 18:33:00 GMT

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Trust me, people obviously aren't that smart. I have seen this tactic used twice, in all my games, by someone other than me.In fact, I lost a game, because a teammate stole the tank I was doing that with. What was cool though, was on City_Flying, a chinook was going to fly through the small little underpass at the side of the base. I flew down as fast as I could and rammed it in the side, so it couldn't pass bye bye engies

Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sat, 27 Apr 2002 19:48:00 GMT

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You can man rush the obelisk you only need about 4 eng to do it and 3 will survive go into the obelisk then bye bye obelisk.

Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sat, 27 Apr 2002 22:25:00 GMT

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well...i'm that smart...so no putdowns on me....

Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sun, 28 Apr 2002 02:14:00 GMT

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do u know what is funny to doin the field map when ur nod try to park your arty on the stears from the handits very cool en will keep u alive

Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sun, 28 Apr 2002 05:23:00 GMT

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quote: Originally posted by CDRREMLAP: When you see the rushing vehicle (most likely an APC) going toward the AGT/OB please drive in front of it. Even if it is a Flame Tank you only receive minor damage before it's destroyed. In the unlikely event you are not between the AGT/OB and the incoming vehilce but can block the door with your tank then please block it. In both cases the enemy will be taken out long before they get inside. This strat will save your base defenses 100\% of the time if done properly. This has been already posted a lot of time, in threads about "flame tank rush". And u should specify that a good flame tank rush (say 5 tanks on hourglass) need at least 2 blockers/defenders... Else => bye bye AGT.

Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sun. 28 Apr 2002 05:30:00 GMT

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prob with that tactic, it has to be almost exactor they get in anywayand acuurain when u do it they cant steal the tank if ur in it.plus 2 save time from and apc put proxy's in the obelisk when freindly fire is off,4 flmrsput proxy's around the tower, saves tons on the kill time when a 3 proxys hit a flamer and leaves them goin 'what the'??????

Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sun, 28 Apr 2002 11:58:00 GMT

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Even if you only slow them down a bit, that's another hit the AGT/Obelisk can get in, and then you can rush into the building, grab an Engineer, and start chucking C4 on tanks until they're all gone.

Subject: Please read!!! Stopping the Rush for AGT/OB! Posted by Anonymous on Sun, 28 Apr 2002 13:10:00 GMT View Forum Message <> Reply to Message

Yeah, even the transport heli works wonders... You can fly up a bit and go down when you feel like it... In city, I blocked an entire flame rush by turning sideways beside the back entrance to the base. I got out, and started repairing it, screaming about the rush... My team finally got it into their heads that there was a rush trying to happen, and 2-3 orcas swiftly dispatched the ftanks. Once the orcas got there, one guy got out of his ftank, and got in my chopper, but I just went and took his ftank... More than equal trade in my opinion... I then repaired it and killed their HON with it...