
Subject: good rushes

Posted by [Anonymous](#) on Sun, 06 Oct 2002 13:22:00 GMT

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in an agme last night i was on team Brotherhood of Nod and some player was the team leader on map filed he said let`s do an flame rush i said no they will c it coming from #\%\$# mile`s away so i said save about 100 more and let`s do an stealth tank rush it has more firepower and don`t c it coming but unfortnatly for me they did an flame rush and we lost in the counter so i said c u #\\$%# whats ur oppinion about flamer or stealt tank rush and also put ur goo rushes here plz

Subject: good rushes

Posted by [Anonymous](#) on Sun, 06 Oct 2002 13:41:00 GMT

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Im gonna boink u in a second if you dont learn how to write english.Stealth rushes work better only if there is no AGT(usually)

Subject: good rushes

Posted by [Anonymous](#) on Sun, 06 Oct 2002 14:13:00 GMT

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It depends what map. Like in under theres no real need for a rush because you can seige the base but in maps like hourglass a flame rush with a few apcs and MAs on the hill works well.Thats if you can get your team to play as a team.

Subject: good rushes

Posted by [Anonymous](#) on Mon, 07 Oct 2002 01:47:00 GMT

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b1u3 b34m ru\$h 0wnz j00 f001

Subject: good rushes

Posted by [Anonymous](#) on Mon, 07 Oct 2002 02:42:00 GMT

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Stealth rushes can be very useful. Once, I was on Hourglass, as GDI. I left the base, and was heading for the left side. I heard AGT under attack, and by the time I turned around, I saw 3-4 stealth tanks pounding the AGT, two seconds later it was destroyed...If they were flame tanks, I would probably have spotted them.

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Posted by [Anonymous](#) on Mon, 07 Oct 2002 03:37:00 GMT

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Flame Tanks do have the advantage of being able to hold two people. On Hourglass our team rushed the PP and dropped two SBH's with Nukes at the AGT and War Fac.... [October 07, 2002, 03:38: Message edited by: The Argon Array]

Subject: good rushes

Posted by [Anonymous](#) on Mon, 07 Oct 2002 03:53:00 GMT

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City and Stealth Rushes work amazingly well. The AGT or the WF can easily be destoried by 1 stealth tank. Optimal is about 3-4, because of the mass damage to one or more buildings at once.

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Posted by [Anonymous](#) on Mon, 07 Oct 2002 05:22:00 GMT

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On their own stealth tanks are ineffective for taking out buildings usually, but in groups they can dish out more damage than the equivalent number of flame tanks and faster.

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Posted by [Anonymous](#) on Wed, 09 Oct 2002 21:53:00 GMT

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As others said, depends on the map. City_Flying can be great for stealth rushes...take out the infantry barracks and then everyone heads for the power plant. I have seen that work more then once. I have also seen flame rushes work on that map as well.Flame rushes don't fare as well on long range maps, especially if the enemy has a row of meds waiting for you. I found that out the hard way a few days ago. We tried a flame rush. GDI was waiting with like 4 to 5 meds. Now if we would have stealth rushed we could have waited til GDI pulled out, then sneak in and attack the AGT from the hill.Live and learn. Having scouts can help you plan what rush is best.

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Posted by [Anonymous](#) on Fri, 11 Oct 2002 13:33:00 GMT

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Diversity is the key.One flame tank to soak up damage along with 3-4 stealth tanks. The stealths then open fire close to the target or have the flame tank be a distraction.One stealth tank to sneak into the base and pound a single building while unnoticed, usually. While 3-4 flame tanks have tied up the rest of the defending enemy force.Different maps, different attacking forces.

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Posted by [Anonymous](#) on Wed, 16 Oct 2002 14:50:00 GMT

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Doesn't work. If there's a big rush on, people will just respawn and defuse. And stop bumping old topics, already!

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Posted by [Anonymous](#) on Thu, 17 Oct 2002 00:23:00 GMT

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To make life easier durin a rush do this: if they say flame rush and u dont wanna say OK and when they rush in and distract GDI sneak in their base and plant a beacon and run like hell!
