
Subject: Favourite 3 tactic.

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

MRLS rush.

Subject: Re: Favourite 3 tactic.

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

- 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

[View Forum Message](#) <> [Reply to Message](#)

- 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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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 528 times



Subject: Re: Favourite 3 tactic.
Posted by [RoCk2Star](#) on Fri, 21 Aug 2009 21:27:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Have you ever tried to put a shitload of remotes and drive it to enemy building? then blow near mct?..

Subject: Re: Favourite 3 tactic.
Posted by [Jzinsky](#) on Sun, 06 Sep 2009 04:08:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. Stank rush, the earlier the better
2. Pounding one building then switching when you've drawn in all their engines/techs
3. A lot of LCG to chew up the tanks at your door

Subject: Re: Favourite 3 tactic.

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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