**Subject: The best rush for nod**
Posted by snipbravo on Mon, 09 Aug 2004 00:42:55 GMT
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Given enough credits, this way is unstoppable. You buy at least one flame tank and any other amount of support vehicles. The flame carries the driver and a passenger SBH with a nuke. the flame tank and support tanks provide a distraction while the sbh lays the nuke. the people who try to stop you will be preoccupied with the other tanks, and unable to diffuse the bomb. if they do get there they will have to get past your laser rifle.

**Subject: The best rush for nod**
Posted by Jzinsky on Mon, 09 Aug 2004 16:43:46 GMT
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Problem, the sbh won't be cloaked when they jump out, better Mendoza or a LCG

**Subject: sbh**
Posted by snipbravo on Mon, 09 Aug 2004 17:15:59 GMT
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no one will c the sbh because of the vehcile distraction. You need all the invisibility you can get

**Subject: The best rush for nod**
Posted by Jzinsky on Wed, 11 Aug 2004 03:25:23 GMT
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And you'd still have time to lay a nuke? I think not. There's a limit of 8 tanks per side.

**Subject: Re: The best rush for nod**
Posted by spoonyrat on Wed, 11 Aug 2004 10:47:58 GMT
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snipbravoGiven enough credits, this way is unstoppable.
Nothing's unstoppable in Renegade unless you've lost production buildings or whatever

**Subject: Re: The best rush for nod**
Posted by AlostSOul on Fri, 13 Aug 2004 20:57:02 GMT
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If it is unstoppable, you're either cheating, or playing on a no0b server.

Subject: lol
Posted by snipbravo on Mon, 16 Aug 2004 00:50:43 GMT
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im not saying its impossible to stop, just hard to. i speak from experience. This rush would work on any server you try it on, given enough commitment.

Subject: Re: The best rush for nod
Posted by cokemaster on Mon, 16 Aug 2004 01:21:16 GMT
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spoonyratsnipbravoGiven enough credits, this way is unstoppable.
Nothing's unstoppable in Renegade unless you've lost production buildings or whatever
I disagree: The game ending is unstoppable.

Subject: The best rush for nod
Posted by [HLOW]Tomten on Mon, 16 Aug 2004 05:22:14 GMT
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lol, this maybe works if you play 2vs2 maps. On what map do you use this tactic? The gdi medium tanks will eat you before you are even close to fire on them.

Subject: The best rush for nod
Posted by spoonyrat on Mon, 16 Aug 2004 10:57:01 GMT
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[HLOWTomten]lol, this maybe works if you play 2vs2 maps. On what map do you use this tactic? The gdi medium tanks will eat you before you are even close to fire on them.
Nukes are useful in 2v2s in... oh... about one in fifty games

Subject: i disagree
Posted by snipbravo on Tue, 17 Aug 2004 01:09:19 GMT
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i disagree. I win 1 out of every 5 ganes i play by nuking

Subject: The best rush for nod
Posted by PointlessAmbler on Tue, 17 Aug 2004 04:47:40 GMT
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You know what would be the best strategy?  Building 12 Flame Tanks, 8 Light Tanks, 15

Artilleries, 9 Stealth Tanks, and 5 Apaches, and having them all attack at once.  Oh, wait...

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Subject: The best rush for nod
Posted by warranto on Tue, 17 Aug 2004 04:59:23 GMT
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pfff, vehicle limit is what... 7?

Nod with7 flames backed up by 7 meds. With GDIs barracks gone, thats unstopable!

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Subject: Re: i disagree
Posted by spoonyrat on Tue, 17 Aug 2004 07:56:29 GMT
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snipbravoi disagree. I win 1 out of every 5 ganes i play by nuking
We're still talking about 2v2's here? If so, you're playing against noobs.

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Subject: The best rush for nod
Posted by cheesesoda on Tue, 17 Aug 2004 11:52:16 GMT
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warrantopfff, vehicle limit is what... 7?

Nod with7 flames backed up by 7 meds. With GDIs barracks gone, thats unstopable!
Huh...for all these years I thought meds were on GDI  Silly me.

---

Subject: The best rush for nod
Posted by warranto on Tue, 17 Aug 2004 18:27:05 GMT
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stolen tanks...

 moron
[/sarasm]

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Subject: The best rush for nod
Posted by Jzinsky on Wed, 25 Aug 2004 09:04:21 GMT
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I wouldn't like to be on the recieving end of that rush, grenade them all you want..

would look good on a video clip though, with "Ride Of The Valkyries" in the background..

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Subject: The best rush for nod
Posted by DanSolo on Wed, 25 Aug 2004 12:31:15 GMT
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if i saw 1 flame rush with other "support" units, id make sure i kill the flamer first because it has the most armour and does a stupid amount of damage to buildings.

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Subject: The best rush for nod
Posted by spoonyrat on Wed, 25 Aug 2004 12:43:54 GMT
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The best rush is arty + tech + sak.

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Subject: The best rush for nod
Posted by ViperFUD on Wed, 25 Aug 2004 13:06:30 GMT
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spoonyratThe best rush is arty + tech + sak.
No, I agree with warranto ... only i'd take it farther.

THe best rush is like 50 flame tanks! It's UNstoppable!

All joking aside, the best rush depends both on what team you are and what map it is.

For instance, a flame rush kicks ass on Under and Hourglass, but a stank rush usually has better results on City, in my experience.

And on Walls flying, 2x buggies with an engy/tech combo in each can kill the base.  Makes you think, you know?

~Viper.

---

Subject: The best rush for nod
Posted by Jzinsky on Thu, 26 Aug 2004 10:23:32 GMT
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Sounds good, although personally I'd rather have an apc or 2 in there. Don't put people in there because they get there first and start the panic. While the other team are racing over to destroy them that's when everything else is piling in. Finally many people on the servers I use don't like

---

mammys, but after 2 apc, 2 meds and a few hummers the last thing you need is a mammy crawling over the hill after you.

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## Subject: The best rush for nod
Posted by flyingfox on Thu, 26 Aug 2004 11:26:27 GMT
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ViperFUDAnd on Walls flying, 2x buggies with an engy/tech combo in each can kill the base.

I wouldn't hold your breath on player competence. Last time I played hourglass I bought an early APC with credits from a crate (which no-one else seems to go for on that map). 2 people got in and we made it to the PP. we were all engineers, and had my 2 teammates been smart and used their remotes first, we'd have taken it down. instead, they were foolish to use their timed and let the hotties stroll in on both sides to give us a beating. course, if they had used chemical warriors we might've stood a chance at defending against the explosives.

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## Subject: The best rush for nod
Posted by ViperFUD on Thu, 26 Aug 2004 12:07:43 GMT
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flyingfox
I wouldn't hold your breath on player competence. Last time I played hourglass I bought an early APC with credits from a crate (which no-one else seems to go for on that map). 2 people got in and we made it to the PP. we were all engineers, and had my 2 teammates been smart and used their remotes first, we'd have taken it down. instead, they were foolish to use their timed and let the hotties stroll in on both sides to give us a beating. course, if they had used chemical warriors we might've stood a chance at defending against the explosives.

Wanna know what i hate?  Idiots.

Don't people realize that 3 people using their remotes kill a building instantly?  Do not pass go, do not collect $200 ...

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