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Subject: On 24+ Servers, What Is Your Opening Strategy for Islands?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 07:27:00 GMT

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quote:Originally posted by eggmac:rush via the bridge not via the tunnels! The other team doesnt expect it and you can get 4 out of 10 times into the enemy's Hon/ref/WF. Meanwhile back at the ranch, they have already destroyed 2 buildings and you're in the middle of nowhere with a free character. Same on Complex. Rush through the tiberium, sneak behind the air/bar and get the refinery. Works 7/10 times...Organize 5 soldiers for a rush. Use the tunnel less traveled. Have everyone plant thier timed, and then raise some heck while defending. You will die eventually then get your high dollar characters, or a med. Base defense is FAR more important after the initial rush. I have seen this level beat in 5 minutes due to a lack of defense.

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