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Subject: Some tactics

Posted by [Anonymous](#) on Fri, 01 Nov 2002 18:19:00 GMT

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quote: General tips:Change to turret view in options!On all maps without AGT I would strongly advise NOD to defend in the very beginning of the game.Pay attention to what your teammates are doing and what they are buying. If you see everyone buying tanks and going offensive, get a hotwire and do the base mining. Even if you don't like it!Sacrifice your outfit. If you're standing with your mendoza in the PP, while it is being pounded to pieces and noone is showing up, buy a hotwire and start repairing.Use the team chat. Inform your team when something important is happening. If you see an APC coming on the left side, take the time to warn your team.On Field GDI:Take 4+ engineers through the left tunnel in the very beginning and jump into the NOD refinery. Don't jump together but wait a second before the next person in line starts. Two engineers making it to the refinery can blow it up.Drive MRLs into the field early and take cover behind the first hill or behind the tree, shooting at the NOD harvester and their entrance.On Field NOD:Buy MAs and move them out below the NOD bunker. There you will have cover from enemy tank fire while still being able to shoot back. 3+ MAs before GDI can afford Havocs can easily park GDI in their base.On City NOD:Defend the PP with a stealth tank. Park it in the path where the GDI APC will come but down fire back until it is caught by AGT fire. Then trap it and take it down. Pay attention to the high road as well, and move over to the Refinery side if the APC comes that way.On Mesa GDI:Hop into an MRL early with an engineer and drive into the cave behind cover and start shooting at the Obelisk or the Hand. Drive behind cover and repair quickly before hopping back in.On Mesa NOD:Two people in an APC. One driver and one with nuke. Drive in behind the Weapon factory and place beacon there. Jump back into vehicle and guard it.On City GDI:Drive a Humvee with 2 hotwires to the back of the hand. If the back of the hand is mined on city you can go up the left side and in through the window. Jump out through the front door of the hand and down into the Obelisk and blow it up. I find the Obelisk rarely mined on City.On Walls flying NOD:The easiest targets to nuke here are the roof of the PP and the Refinery. And don't stress the nuke, ask if there are other people ready to place nukes elsewhere or wait for a rush or some other distraction. Also be on the lookout for orcas when you place.On Complex NOD:Jump onto the roof of the GDI barracks from the back and place your nuke there. If the entrance to the barracks is mined, you can often jump from the roof down into the barracks to place an endgame beacon if you're on the losing side.On Volcano GDI:Everyone seems to be guarding the PP and Refinery, so take a couple of engineers for the long run to the airstrip. In the very beginning that is.Early massing of MRLs can also take out the strip and hand quickly.Mine the tunnels! quote: Remember, it's Nod, not NOD. Remember, it's MRLS not MRLs\*\* Note MRLs stands for : Minimal Risk Levels \*\* Note MRLS stands for : Multiple Rocket Launcher Systems [ November 01, 2002, 18:23: Message edited by: chompy ]

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