

---

Subject: Islands Back Tunnel

Posted by [Anonymous](#) on Sun, 04 Aug 2002 10:56:00 GMT

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

---

It's harder for Nod to use the same tactic, but it's possible. I basically use the "back tunnel" method when I'm GDI. The way that leads right to the Hand of Nod is usually mined or guarded, so what I do is crouch in the side tunnel that leads to the middle of the map and let vehicles go by. When it's clear, I make a rush across the field and enter the Nod base from the front. I make it to a building, or better yet, plant a beacon at the head of their strip over half the time. It just requires patience. Like I said, with Nod, it's a little harder, but since you have stealth units it gets a little easier. Difficult to get a building though, since the GDI base is packed tighter so units can intercept you more easily.

---