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Subject: tactic for islands

Posted by [Anonymous](#) on Wed, 15 May 2002 11:25:00 GMT

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The problem with that tactic is that everything happens early and fast on that map. Once you can afford a beacon, then a flame rush is probably already on it's way. This maps becomes easier for GDI as the games get larger, since more people means a better chance of seeing stealth units. The best tactic should be pretty obvious. When the game starts, get a group of soldiers/engineers together and run through the tunnels and either to the HoN or the Airstrip and place C4s. But don't leave your base completely undefended. If the game lasts longer, then it opens up some for some strategy. I think APCs are far underused on this map. Humvees are great as well. Sometimes you can get the HoN if you have a couple of MRLs and a bunch of Gunners shooting at it, but it has rarely destroyed it completely in my experience.

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