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Subject: I hate Hotwire/Tech rushes

Posted by [Anonymous](#) on Tue, 30 Apr 2002 05:45:00 GMT

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Islands is pretty bad, but I do manage to win with GDI. You have to keep the tunnels mined for a while though. Rushing the Nod base with tanks is usually how we've won unless it was with lucky C4 strikes at the beginning. A good tank strike will take out buildings before a nuke will. Combine a tank rush with an APC nuke rush and it's usually deadly. The hardest part for GDI is lasting long enough to build a rush. I love it when I walk by a stealth black hand and see him, but he obviously doesn't think I did. So I walk around behind him and C4 him. A lot of times, though, you'll end up with 5 or 6 nuke beacons on a building so engineers have the impossible task on this map.

quote:Originally posted by supertech: I really hate the map Islands though. I think whenever that map comes up from now on and I'm GDI, I'm quitting the game. The map is so BS: I only won once on GDI due to an amazing hotwire that drove around to each building in a jeep disarming nukes left and right. The map is slanted so far for Nod, it's pathetic. Ok, enough ranting.

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