Subject: I hate Hotwire/Tech rushes
Posted by Anonymous on Mon, 29 Apr 2002 20:08:00 GMT
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[QUOTE]Originally posted by supertech:I usually play as a hotwire and I love doing rushes, esp. when the other team is sloppy. In one game, on Walls, their (Nod) Power Plant was completely unguarded. No prox mines, nothing. Actually, we first tried an air transport which was blown up. So I tried ground APC and had no trouble what-so-ever. Two hotwires, four bundles of C4 and an APC =). And then we prox mined around the MCT so they couldn't disarm it, hahaha. BOOM.   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.   [/QUOTI feel islands is a very even map, whil nod has easy acces to buildings gdi can hit the hand of nod from the safety of there own base with 2 mrls's. the key to stopping nod is easy, first off check that little area where the tunnels open up into the gdi base{wish i had a map to show exactly where} its all the way to the right of the tunnels opening, every stealth soldier waits there for things to calm down{even i do} i once ran over 4 of em in a humvee on accident just by driving by that area! also when a beacon is placed in the gdi{and sometimes nod}base there is a 90\% chance that it is in the little area at the tiberium refinery where the truck unloads becuase its a good hiding spot and the truck can sometimes block the beacon. I hope these little hints help!