
Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 13:38:00 GMT

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quote: C&C_City_FlyingAPC Rush or Transport to the PP, ALWAYS. No, no, no. And no. If Nod: Use BUGGY! It's easier to destroy which means the enemy is less likely to steal it and use it against you. It's also faster and cheaper and it will still survive long enough to get you to any GDI building. Also, PP is not always the way to go since it's always heavily defended. Sometimes it's better to settle for Refinery. If GDI, you're in for an easy win if you know how. The best strategy is to simply walk into the Nod base with a Hotwire and take out the Hand of Nod or Obelisk - but that requires some skill and, above all, luck to remain unnoticed. Otherwise, an early Hummrush to get HoN, Obelisk or Airstrip is best since all of these buildings are hard to defend. Two Hummers with a total of two or three people almost never fails to take out at least one building, although one hummer with a lone Hotwire is perfectly sufficient. quote:C&C_Walls_FlyingSame as above, but with same old Stealth nukes. Not quite. Don't buggy/hummrush on this one - you are too obvious and you'll get the entire enemy team after you. Instead, sneak into the enemy base with a hotwire/technician. With luck and smarts (and cheap tactics like looking around corners in third person view) it's easy to take out HoN/Warfactory or the Refinery. quote:C&C_VolcanoHumvee and Buggy rush (almost always) That works moderately well, but again, it's very obvious and the defenders have lots of time to get to you before you can destroy any buildings. It's better to walk on foot through the tunnels or take the long road over the field (if you have snipercover).

quote:C&C_FieldNod plants beacon on GDI barracks just when they go out of the tunnel Agreed. But don't forget to nuke the Refinery too, especially since it's somewhat easier than the Barracks.

quote:C&C_IslandsCan you say "Stealth Nuke" Agreed. To get the 1400 quickly, buy a Rocket Soldier Officer and pound on the GDI warfactory from your base for a while. If GDI, pound on the HoN and then tankrush. Don't forget to mine the base thoroughly on both sides.

quote:C&C_UnderFlame rush, Flame rush Yup, or sneak behind harvester, or APC rush behind the Warfactory. quote:C&C_HourglassFLame rush, or GDI just sits there defending Flamerushes rarely work because GDI can defend so easily. Instead, get an APC (or two - the more the merrier) and rush. Drive beyond the AGT (which is usually the only mined building) and hide behind the Warfactory. Proceed behind Refinery and get the PP. It's very rarely mined and if it is, you can still get Ref or Warfact. Also, before you rush, if you choose to go over the top of the hill, hide behind the conveniently placed rock in the tiberium with your APC and wait for the enemy tanks to move out from their base. You can see them, but they can't see you. If you're GDI on Hourglass, you're screwed unless Nod are a bunch of morons. quote:C&C_MesaMRLS shooting at Nod Power Plant, and Nod buggys going to PP. If Nod, always go for the Refinery with the famous Buggytrick ASAP. Then buggyrush, APC rush, flamerush, whatever. As for GDI, APC. Or sneak into the Nod base on foot. It's tricky, only done it twice alone, but it's possible. Oh, and Nod can get a stealth tank behind the PP, so if you got 1900 credits to spare, nuke it. [April 24, 2002: Message edited by: Devon]
