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Subject: best defensive strategies

Posted by [Anonymous](#) on Fri, 22 Mar 2002 13:34:00 GMT

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quote:Originally posted by Peacekeeper:If you play as GDI, the enemy will attack your Weapons factory and your AGP from the entrance, the weapons factory is within sight. So you should mine the entrance of the AGP, be a hotwire (because only a hotwire can repair an AGT while a flame tank is sizzling it. And also mine the tunnels (only the second one to save on mines) so that they don't take out your power plant while the other attack is going on.If you play as Nod, the GDI can attack your Tiberium Refinery, your Airstrip and one of your turrets without getting close to your obelisk of light. This is not good. So always have a technician (sorry about spelling) to repair them. A good plan is to always mine the second tunnel, and have some mines in front of the Obelisk, cause if they get that, game over! And the only real way to take it out is by beacon or mines inside. So protect it against all those attacks.Sniper's are great against MRLS's and Mobile Artilleries! Also good for buggies and Hum-vee's, but not as much! And even if those do make it near your base, their toast anyway!Enjoy, and happy defending!PeaceOn the UNDER map while playing as NOD I found a good use for Flame Tanks. Since we had previously destroyed the GDI weapons factory, they were trying to use the inf rush through the tunnels. Well 4 of us using flame tanks 2 on each tunnel entrance roasted any inf rush. We were on full defense mod and 500 points ahead of GDI. Tunnel Defense = Use Flame Tanks Of course we won.

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