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Subject: Mobius on c&c islands

Posted by [flyingfox](#) on Thu, 19 Aug 2004 18:45:01 GMT

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you'll notice a lot of people bitch about the amount of SBH that get into your base when you're GDI on islands. notably, most of these people don't do anything about it. you might see some people camping with a med/mammoth and spraying shells everywhere, but this tends to be unreliable as skilled players can sneak past these vehicles with ease when they take time to fire a shell in some other place or get attacked by another vehicle. and an SBH has to be almost touching your vehicle for you to see him.

there's something else you can do about it. first, if you're playing with anyone with the ability to listen, get them to lay c4 in the tunnel entrances and keep guard at it. you then buy a mobius and move to the entrance. standing at your side of the water and in the middle, you can almost cover each side. keep strafing and moving left and right here a small bit and you can catch anyone trying to get in. might seem incredibly stupid, but it actually works. if people think that they can get passed you by hugging a side, show them how horribly mistaken they are. they tend not to try again, and don't think to try telling someone to run down 1 side while they run down the other. trust me, this works in even skilled servers although it can be risky when enemy vehicles come down your side. best try it when your own team has vehicles built too.

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