
Subject: My little strategy guide... Complex 2v2's.
Posted by [karmai](#) on Wed, 23 Feb 2005 17:27:07 GMT
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This is my strategy guide for 2v2 games on complex.

2v2's: Nod

GDI will be attempting to grenade over the hill and hit the airstrip, it is important that you do 2 things; stop the grenading, and get the money box.

By stopping the grenader, gdi will only have around 400 credits after their harvy dump, if you don't stop them they will have an apc on your airstrip, making it difficult to buy a vehicle and get inside it without being killed. I like to take a soldier and an engi over the top hill, if you dont see anybody up there, the engi remotes himself to get back to base, if the money box isn't on the top, the soldier should fall back to make sure 2 engis don't get in one of your buildings.

If you can get the money box, you should have an arty before they can get a humvee or an apc on your airstrip (that is assuming the box is money).

Once you get your arty, it is a good idea to go move to the right of the airstrip, and hit the refinery with your arty. Your teammate should save up for a stank (shouldn't take too long, you get your harvy dump very often on complex). Once you both have your tanks, the stank can go far left side, to the barracks. They might rush with 2 meds, but hopefully your stank will be in their base, and force them to return to base in fear of losing all of their buildings. If they don't rush, and attempt to kill your arty from a distance, just get a second stank (in a 2v2 it is terribly hard to keep stanks from getting in your base). You should easily win.

Back to the start of the game, if they get a humvee on your airstrip, 2 soldiers should kill it quite quickly. And remember, dying doesn't mean shit in this game, die as many times as it takes, don't be afraid to lose a soldier to a humvee. If they get an apc on your airstrip, you are quite fucked. You can always try one person buy an arty or apc, and the other person get a sbh and attempt to get in the tank after you die, but the med will be on its way. Don't put yourself in that situation.

GDI:

I like to start out with a soldier, and a grenader. Go right over the top hill, you should be able to kill both of them with the amazing power and accuracy of a gdi shooter, plus the grenaders pistol hopefully getting a few headshots in there. If they both die, the grenader starts to hit the airstrip while the soldier searches for the money box. If they both aren't at uptop, the grenader moves in and the shooter falls back. If they both rush you will probably hurt the airstrip severely with the grenader, and the soldier should be able to save the building. Assuming nobody gets remotes or timed c4 off, a humvee needs to get on their airstrip as soon as possible. Only one person needs to be in it (the driver), and your teammate needs to wait for a med, or an apc. It all depends on how well the humvee can hold them off. Gdi needs to continually bring pressure on Nod, or you wont stand a chance if they have enough for stanks to be swarming around your base. If you have someone that is very good in an mrl, you can always try that other than a medium tank.

hopefully this will help you, start playing more clanwars , the legue deperatly needs more competitive clans
