
Subject: Re: Island tactic

Posted by [Dover](#) on Fri, 28 Apr 2006 16:19:29 GMT

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I've had some pretty funny headshot kills on infantry.

Gunners are awesome. They're the jack-of-all-trades unit.

Pointwhoring Gunners are more useful than you think. You get twice the number for attacking a building as you do for repairing. You're helping double your score over the enemy. In case time runs out (And if often does on C&C_Islands, if there isn't a successful early rush), you're going to want all the points you can get.
