Goztow wrote on Mon, 22 May 2006 09:41
Ref ain't that important anyway on walls flying.
What the hell? The refinery is my primary target no matter what team I'm on. Very difficult for Nod to send 4 or 5 ~ 1400 credit units out when they don't have a steady cash flow.

If I had a clone, I could defend the GDI base. Mision01 would mine (as noted above) and repair Mision02 who will position a med across the entrance of the base. Now the tunnel is mined and the entrance is reduced to 12 feet, also mined. GDI wins with all 4 structures, and before the time expires.
The biggest threat to the med is multiple stanks, but it's hard to kill a med with a hotwire repairing. Also, I don't fall into the trap of, "send an arty to shoot at the ref. When the med engages the arty 4 or 5 stanks take out bar.".
In the world of no clones. I just do the med part. There are to many idiots that will fight with me about mining the front of the base. Even though they only buy a hotwire long enough to fuck up the mines I lay. Then they get a Havoc, run off to destroy Nod.
Quote:Before you go patrolling in your Orca, throw a remote C4 or two on it so you can detonate it if it gets stolen
Arrrrrr

P.S.
Funny tid bit, In a full 50 player game, with end game beacon on. GDI amazingly, let an SBH plant a nuke on the ped to win the game. It was shocking at the time, but I still didn't form my theory on large player games till much later.