
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

Subject: My little strategy guide... Complex 2v2's.
Posted by [flyingfox](#) on Fri, 25 Feb 2005 14:54:14 GMT
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Listen how about instead of grenading the strip at the start, bring an engineer & soldier through the tunnel to take out one of their buildings; where the engineer plants his timed and remotes himself immediately to get back to base while the soldier guards the MCT and gets himself killed by the timed C4 as it goes off, killing the building (or he could always hide and try to steal a Nod vehicle by killing the soldier running for it).

Of course if you were caught mid-route in the tunnel, and provided you won, they'll know what you're bringing so you find the money box, remote yourself and save for an apc, etc like you deccribed up there. And vice versa if you were the ones killed.

I was also thinking you could do this with a grenadier and a standard soldier atop the mountain, but that isn't as good because they can remote your building and get themselves back to their base in time to save the building you have to grenade as well as wait for the timed Cs to go off. the grenadier could always, instead of hurting the strip, hurt it as he runs into the base and plant his timed C4, which would be much better than waiting at the top.

Subject: My little strategy guide... Complex 2v2's.
Posted by [karmai](#) on Fri, 25 Feb 2005 17:30:24 GMT
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That rarely works, Nod will see that you aren't over the, fall back, kill you both. And nod will have gotten both, maybe even remotes off. They have stanks, flammers, artys, you lost.

Subject: My little strategy guide... Complex 2v2's.
Posted by [flyingfox](#) on Fri, 25 Feb 2005 17:58:47 GMT
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how will Nod be able to fall back and kill you while still getting remotes off on your buildings? If they fall back they must send both soldiers, else you could just kill the lone soldier that fell back (with your 2) and c4 their building at the same time their soldier was putting c4 in your base (also youre assuming the guy in your base is an engineer, which would be dumb as they would have been sending him up to the mountain to take out your grenadier/footsoldier).

don't forgot you both have the same money count and if this scenario happened neither team would be taking the money crate as they would have no time to do their primary task. so neither team would have much more money than the other

Subject: My little strategy guide... Complex 2v2's.
Posted by [stealthkiller](#) on Fri, 25 Feb 2005 21:48:54 GMT
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Damnit wheres Spooky. Clean this up please.

Subject: My little strategy guide... Complex 2v2's.
Posted by [karmai](#) on Fri, 25 Feb 2005 22:37:12 GMT
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Dude, it takes about twice as long to go through the tunnels as it does to go over the top, what if nod has 2 engis? they can get all their shit on your WEPONS, kill themselves. And you guys will probably be about entering the hand. Complex, buildings are close together, you wont be able to kill it. And say you do kill it, wow we have no hand, we buy techs right before it dies, and buy Flammers and stanks all game, you cant counter it with anything/

Subject: My little strategy guide... Complex 2v2's.
Posted by [Jaspah](#) on Sat, 26 Feb 2005 01:22:09 GMT
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Sniprs, please... don't come back unless you have a IQ in the double-digits.

Subject: My little strategy guide... Complex 2v2's.
Posted by [karmai](#) on Sat, 26 Feb 2005 01:53:07 GMT
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:rolleyes: I come here trying to give you guys some advice, and you spit it in my face.. I'm trying to show you some tactics so that maybe we can have a few more active clans. I was bored and figured I would write a strategy guide.

Do you really want to try me? we can play a 2v2, or 1v1 any time you would like, online nickname = ArtyTrip, try me since you guys obviously have so much knowledge of the game. I'm trying to help you

Subject: My little strategy guide... Complex 2v2's.
Posted by [Jaspah](#) on Sat, 26 Feb 2005 05:27:28 GMT
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Your advice sucks, we don't want it. I play CounterStrike: Source now, not this old game.

Subject: My little strategy guide... Complex 2v2's.
Posted by [Spooky_old](#) on Sat, 26 Feb 2005 11:10:14 GMT
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probably in the wrong forum then, aren't you.

To "clear this up", Sniprs is remarkably accurate.

GDI needs meds in Nod base, but you can't just save up for meds. If one of you can either get the money box at the start or get around 70-80 credits from grenading, you can get an APC on their airstrip as soon as your harv dumps. Otherwise get a humvee. The other person can ride in the APC/humvee with a soldier, believe me an APC + GDI soldier will own an arty. Alternatively the second GDI player can be an engineer, the APC keeps Nod busy while the engi gets his remotes off, then he can afford a med tank. Once GDI has meds in Nod base, the game is pretty much over as long as Nod hasn't already left base with a tank, which is what the APC is for.

For Nod, you need to stop GDI getting the money box and stop them grenading. This way you'll only have a humvee to deal with rather than an APC. One person must get an artillery as soon as your harv dumps, or if a Nod player got the box you might consider getting an APC instead to throw them off. If there's a humvee coming, one arty plus one Nod soldier can kill it pretty quickly, then just get arties hitting the GDI base then work your way up to stanks.

Subject: My little strategy guide... Complex 2v2's.
Posted by [stealthkiller](#) on Sat, 26 Feb 2005 18:57:44 GMT
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yay, thanks spoony, btw sniprs thanks for the advice, although some people may not need it, i know i always will

Subject: My little strategy guide... Complex 2v2's.
Posted by [karmai](#) on Sat, 26 Feb 2005 19:04:46 GMT
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They don't think they need it, until they actually find themselves playing in a 2v2 on comlex, and then they will see what I am talking about.