
Subject: Great Strategy, Check It Out

Posted by [thrash300](#) on Fri, 02 Jun 2006 22:08:19 GMT

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Ok, this is an infantry rush against an OB, this is how it works:

1. Get a havoc and a Hottie
2. Sneak into the NOD base via tunnels
3. Make sure the OB targets the Havoc (therefore the Havoc will have to leave the tunnel/s first), first and stays on him
4. Then the Hottie runs out and repairs the Havoc
5. When number 4 is done, make sure that you are both running and repairing the Havoc.

By the way, does anybody know how the OB targets enemies, because if it randomly attacks enemies and doesn't stick to a certain target then this strategy is probably useless, unless you have 2 or more Havocs, this will increase the chance of the OB hitting one of the Havocs instead of the Hottie.

Subject: Re: Great Strategy, Check It Out

Posted by [Ma1kel](#) on Fri, 02 Jun 2006 22:12:16 GMT

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Jesus Christ, don't you think that a community figures that out after 4 years?

Subject: Re: Great Strategy, Check It Out

Posted by [Goztow](#) on Sat, 03 Jun 2006 15:25:57 GMT

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The havoc needs to get out last to be hit

Subject: Re: Great Strategy, Check It Out

Posted by [Aircraftkiller](#) on Sat, 03 Jun 2006 15:39:23 GMT

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Remember, it's Nod, not NOD.

Subject: Re: Great Strategy, Check It Out

Posted by [OWA](#) on Sat, 03 Jun 2006 16:53:10 GMT

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Good strategy, but I guess you should use leets so you don't get owned and the obby will get pwned.

Also

Quote:ACK: Remember, it's Nod, not NOD.

That quote is going to be on your headstone isn't it ACK. Oh yeah it is in that Roleplay2 map. I like that map.

It's the wrong way round tho....

Subject: Re: Great Strategy, Check It Out
Posted by [thrash300](#) on Sat, 03 Jun 2006 22:34:08 GMT
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Goztow wrote on Sat, 03 June 2006 10:25 The havoc needs to get out last to be hit

No, I wrote that the Havoc needs to GET OUT FIRST in order to get hit. Read it twice and get it right the first time.

Subject: Re: Great Strategy, Check It Out
Posted by [thrash300](#) on Sat, 03 Jun 2006 22:37:42 GMT
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Aircraftkiller wrote on Sat, 03 June 2006 10:39 Remember, it's Nod, not NOD.

I thought that NOD/Nod was an abbreviation.
Funny because I played so many other Command And Conquer games.

Subject: Re: Great Strategy, Check It Out
Posted by [Tunaman](#) on Sun, 04 Jun 2006 02:22:01 GMT
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thrash300 wrote on Sat, 03 June 2006 18:34 Goztow wrote on Sat, 03 June 2006 10:25 The havoc needs to get out last to be hit

No, I wrote that the Havoc needs to GET OUT FIRST in order to get hit. Read it twice and get it right the first time.
Goztow was correcting you.

Subject: Re: Great Strategy, Check It Out
Posted by [Ma1kel](#) on Sun, 04 Jun 2006 12:26:49 GMT

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thrash300 wrote on Sat, 03 June 2006 17:37 Aircraftkiller wrote on Sat, 03 June 2006 10:39 Remember, it's Nod, not NOD.

I thought that NOD/Nod was an abriviation.

No, Nod refers to the Genesis (4?). Where Cain got banned to the land of Nod.

Subject: Re: Great Strategy, Check It Out
Posted by [MexPirate](#) on Mon, 05 Jun 2006 12:59:48 GMT
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yea, if the Havoc runs out first the hottie will get fried, I like the idea, but as already said it's just a slight twist on an already well known tactic.

Other options include sending a free unit to take the hit (and die) or if you are on Field, running straight in to the refinery with a 1000 point char and a nuke (this can be done solo)

Just remember that the Obelisk has an AOE attack so if you are too close you will both get fried.

Subject: Re: Great Strategy, Check It Out
Posted by [lookitzhiep](#) on Mon, 05 Jun 2006 15:27:36 GMT
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Actually my brother and I have tried a strategy such as this.

On the Under map. He would take an APC and near himself at the entrance of NOD base (we're both GDI). I would take a Hotwire and position myself at the tunnel ledge near the NOD Power Plant. I would give him the signal to go and the Obelisk is striking him while I ran for the Power Plant.

Great strategy though.

Subject: Re: Great Strategy, Check It Out
Posted by [thrash300](#) on Mon, 05 Jun 2006 15:59:55 GMT
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lookitzhiep wrote on Mon, 05 June 2006 10:27 Actually my brother and I have tried a strategy such as this.

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Plant.

Great strategy though.

Yup, it is a good strategy. . I never even tried it out, I just thought of it, it works because it is only commonsense

By the way, which map do you think it works best on?

Subject: Re: Great Strategy, Check It Out
Posted by [thrash300](#) on Mon, 05 Jun 2006 17:13:32 GMT
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Ma1kel wrote on Sun, 04 June 2006 07:26thrash300 wrote on Sat, 03 June 2006 17:37Aircraftkiller wrote on Sat, 03 June 2006 10:39Remember, it's Nod, not NOD.

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No, Nod refers to the Genesis (4?). Where Cain got banned to the land of Nod.

Hey, do you know where i can check out the history of the game?

Land of Nod, Genesis 4, that didn't come from the Bible, did it?

Subject: Re: Great Strategy, Check It Out
Posted by [Goztow](#) on Mon, 05 Jun 2006 17:54:33 GMT
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thrash300 wrote on Mon, 05 June 2006 13:13Ma1kel wrote on Sun, 04 June 2006 07:26thrash300 wrote on Sat, 03 June 2006 17:37Aircraftkiller wrote on Sat, 03 June 2006 10:39Remember, it's Nod, not NOD.

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www.planetcnc.com -> check the c&c encyclopedia

Subject: Re: Great Strategy, Check It Out
Posted by [JohnDoe](#) on Mon, 05 Jun 2006 20:19:11 GMT
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You can get into every building from outside the base with a Hotwire on City/fly, Under, Mesa and of course the maps without base defence. Should be able on Glacier/fly too, but I've never tried.

Subject: Re: Great Strategy, Check It Out
Posted by [thrash300](#) on Mon, 05 Jun 2006 22:03:29 GMT
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Subject: Re: Great Strategy, Check It Out
Posted by [thrash300](#) on Mon, 05 Jun 2006 22:04:33 GMT
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Goztow wrote on Mon, 05 June 2006 12:54www.planetcnc.com -> check the c&c encyclopedia

Thanks!
