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Subject: Island levels

Posted by [Anonymous](#) on Sat, 09 Mar 2002 18:33:00 GMT

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I have the perfect defence about places like island (ones without defense structures). Either become a hotwire or tech and then buy a buggy/humvee and protect your base with proxy mines and then use the bug/hum to find beacons. You have defense in the bug/hum and you can take out beacons VERY quickly.

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Subject: Island levels

Posted by [Anonymous](#) on Sat, 09 Mar 2002 20:48:00 GMT

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Yes, that works on most of the multi-player levels. The buggy/Humvee + Hotwire/Nod Tech are my favorite, because I have the need, the need for speed!

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Subject: Island levels

Posted by [Anonymous](#) on Sun, 10 Mar 2002 07:49:00 GMT

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But how many people actually use this, especially on the maps with no defense. For some reason i think its a small number.

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Subject: Island levels

Posted by [Anonymous](#) on Sun, 10 Mar 2002 22:25:00 GMT

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yea thats a good tactic but i've never seen people use it, when i'm on nod i just sneak in thru the tunnels with stealth and plant a beacon. If i'm on gdi i got for the airstrip first with basic engineer. Its amazing how many people would try and defuse a timed c4 or beacon when the build is at full or the beacon is just set. Makes it easy for my headshots [ March 10, 2002: Message edited by: Mikeon ]

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Subject: Island levels

Posted by [Anonymous](#) on Sun, 10 Mar 2002 22:35:00 GMT

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lol, when someone tried this, they drove their humvee over to disarm my nuke and i was a stealth black hand.as he got outta his humvee, i got in and ran him overgood plan, lol

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