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 defensice sturtures). Either become a hotwire or tech and then buy a buggy/humvee and protect your base with poxy 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.

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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Posted by Anonymous on Sun, 10 Mar 2002 07:49:00 GMT

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

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Posted by Anonymous on Sun, 10 Mar 2002 22:25:00 GMT

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yea thats a good tactic but i'v never seen people use it, whem i'm on nod i just sneak in throu 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 becon when the build is at full or the becon is just set. Makes it easy for my headshots [March 10, 2002: Message edited by: Mikeon]

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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Posted by Anonymous on Mon, 11 Mar 2002 12:50:00 GMT

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LOL yup have done that a few time myself

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Posted by Anonymous on Tue, 12 Mar 2002 07:39:00 GMT

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I find the best defence early on is the Granadier(GDI) or Flamethrower(NOD). I stand up on the the ramp above the tunnel and wait for the dummies to come running out... You be surprised how many people don't look behind them. Boink! When the game gets a little longer get Sydney...and you can join the fight against any vehicles or go offensive. [March 12, 2002: Message edited by: SystemX 1

Subject: Island levels

Posted by Anonymous on Tue, 12 Mar 2002 08:58:00 GMT

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don't steal a humm-vee or buggy, buy an apc deploy beacon adn....... hmmmmmmmmmm hehehehehehehehehe drive the apc/humm-vee or whatever just it has a minigun ontop the beacon..... none can disarm it or try without getting killed! i've tried this once and boooooooooooo the building blew. please note that i place the beacon outside just 1cm from the building and hehehehehehehele!

Subject: Island levels

Posted by Anonymous on Tue, 12 Mar 2002 12:27:00 GMT

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LOI I was gonna mention that his plan was a lil flawed because that is exactly what I have done, and I see, I am not the only one. LOL. Best thing to do on that map is get a rocket soldier/ or Gunner go to the cliff and fire into enemy base. Won't matter if you destroy a building but you keep their techs busy which gives your team time to go plant ion/nuke beacons. Only thing you got worry about is a sniper scopin ya.