
Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 08:41:00 GMT

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This is experimental tactic I usually use for even getting to top #1-3 in 12-24 player games. Note, that I just tried it in demo, and I am quite new, but I think it is very effective. Ingredients: Technician Stealth Tank Basic Driving and Shooting skills. At the beginning of the game get Technician as soon as you can, and start mining obelisk and entrances to the base. Remember about 30 mine limit. Once you hit \$900, immediately go for Stealth Tank. Set your weapon to repair gun. Next stage: use advantages of your invisibility to ambush infantry and light-armored vehicles. I don't recommend getting too far away from the base, unless you really need to. Usually there is heaven of targets. All you need to do is wait for the right moment, then release few missile salvos and *boink*. What's different about this tactic is the fact that you can raid large groups of tanks and do drive bys with little penalties to yourself. This tactic involves a lot of running and dodging in vehicle, so be prepared. ZigZag from side to side when running, and start running as soon as you received your first hit, not shooting. Wait until stealth kicks in, pull behind rock or some other >>You are sure it is<< safe place, jump out and repair. It takes maximum 4 seconds to repair and jump back in tank, which is not enough for anything to lock on you. Keep strafing around the tank just in case there is some havoc or sakura shooting through it. Once repaired, get back to ambushing, doing hit and run. About effectiveness--newbie like me on map CnC Under gets about 10 kills in 5 or so minutes along with countless saved teammates and 'support fire' points. -Nox.

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 08:51:00 GMT

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Leaving your tank in the open is NEVER! a good idea..

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 09:05:00 GMT

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Don't forget, I am NOD so Stealth soldiers and tanks are not applied in the equation. Besides, leaving it for 4 seconds to repair it and stealthing back works. Well, for a noob like me it does.

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 09:26:00 GMT

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Nod can leave their vehicles in the open for repair as long as they keep circlestrafing around it to check that noone comes to steal it, especially if it's a sniperproof area.

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 09:30:00 GMT

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For infantry units, just circle around them, and then just roll over them from the back... you'll stay cloaked!

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 20:13:00 GMT

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Get Stealth mode faster in the tank. Jump out then instantly jump in. 1 sec stealth waiting period and 0 worry of stolen tank. Works every time

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Tue, 09 Apr 2002 21:55:00 GMT

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quote:Originally posted by Nox McChaos: This is experimental tactic I usually use for even getting to top #1-3 in 12-24 player games. Note, that I just tried it in demo, and I am quite new, but I think it is very effective. Ingredients: Technician Stealth Tank Basic Driving and Shooting skills. At the beginning of the game get Technician as soon as you can, and start mining obelisk and entrances to the base. Remember about 30 mine limit. Once you hit \$900, immediately go for Stealth Tank. Set your weapon to repair gun. Next stage: use advantages of your invisibility to ambush infantry and light-armored vehicles. I don't recommend getting too far away from the base, unless you really need to. Usually there is heaven of targets. All you need to do is wait for the right moment, then release few missile salvos and *boink*. What's different about this tactic is the fact that you can raid large groups of tanks and do drive bys with little penalties to yourself. This tactic involves a lot of running and dodging in vehicle, so be prepared. ZigZag from side to side when running, and start running as soon as you received your first hit, not shooting. Wait until stealth kicks in, pull behind rock or some other >>You are sure it is<< safe place, jump out and repair. It takes maximum 4 seconds to repair and jump back in tank, which is not enough for anything to lock on you. Keep strafing around the tank just in case there is some havoc or sakura shooting through it. Once repaired, get back to ambushing, doing hit and run. About effectiveness--newbie like me on map CnC Under gets about 10 kills in 5 or so minutes along with countless saved teammates and 'support fire' points.-Nox. Worthless tactic. If you're trying for points, the best you can do is attack Mammoths from behind, or hit base structures like on City. Hitting units the entire game will not likely place you above sixth place, unless you're a Havoc\Sakura hitting aircraft in the beta. Since you obviously aren't in the beta, then you don't need to worry about aircraft for the time being. The most points in a game come from: Attacking structures Repairing structures Firing at high-priced (\$900 and above) vehicles and characters

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Wed, 10 Apr 2002 04:19:00 GMT

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All is said

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 08:28:00 GMT
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Well ACK, some people also play for what's called fun. Also it does place me high. I kill on average around 7-8 Heroes per game, and damage/kill immense amounts of Mammoth with little to no risk to myself. And don't get me going on how much I manage to help team by killing all those pesky engies behind Mammothes.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 15:12:00 GMT
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just be an idiot and rush the base like a chicken with its head cut off

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:26:00 GMT
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quote:Originally posted by Nox McChaos: Well ACK, some people also play for what's called fun. Also it does place me high. I kill on average around 7-8 Heroes per game, and damage/kill immense amounts of Mammoth with little to no risk to myself. And don't get me going on how much I manage to help team by killing all those pesky engies behind Mammothes. You must be playing against newbies. Play any person with some real experience in this game and that Mammoth Tank will turn its turret around and blow the hell out of you. It isn't hard at all to kill a Stealth Tank. I waste them all the time in Mediums\Mammoths. I only have a hard time using MRLS to destroy them, because they get behind you and it only takes about four-six shots to destroy your vehicle.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:42:00 GMT
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About being in a MRLS with someone behind you. Most people don't realize this but you can hit people behind you while firing your missiles forward. What happens is the missiles will circle around and still hit where the target circle is. Just make sure that you're in a big area otherwise the missiles will hit a wall. Also, it takes a while for the missiles to get to the target so if the tank is moving (usually aren't because they can't tell you're aiming at them) don't bother.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 18:45:00 GMT
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the jump in-and-out trick is a good tactic. Thanks for the info.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 20:31:00 GMT
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quote:Originally posted by Zephalephelah:You may be missing the point. Nox McChaos says that

knows they will die first.I must say that the jump in-and-out trick is a good tactic. Thanks for the info.As I said, any EXPERIENCED tanker will take him out with ease. The tank shimmers when hit and Mammoths RARELY go alone. You will see all sorts of infantry firing at his tank and it WILL be destroyed unless he can retreat across the entire map.Doesn't work well.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 21:39:00 GMT
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Hmmm... I must be missing something because he said he's getting good scores.BTW this isn't a tactic I would use for myself. I'm just curious why you say it won't work, when obviously it is working for him. Maybe it just wouldn't work for you...??It just seems to me that you are saying NO WAY THAT CAN'T WORK, but still he gets in top 5.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 22:10:00 GMT
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quote:Originally posted by powerhouse:For infantry units, just circle around them, and then just roll over them from the back... you'll stay cloaked!You can hear a ST coming.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 22:19:00 GMT
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Read the rest, against experienced players, no it will not work. Against beginners, yes it works. I

too have destroyed mammoths in a ST. But all Nod tanks (MA,FT, LT, ST) can take out a mammoth, if the difference between driver ability is big enough.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Wed, 10 Apr 2002 23:10:00 GMT
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enemies or take pot shots to produce points. He attacks with a few shots until they notice and stealth ability he is able to get away, repair, and attack again.No tank can handle the firepower of a mammoth. But a guy hitting a mammoth from time to time is going to start messing up GDIs

and using the stealth.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 00:20:00 GMT
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yeah -- those pesky little engies are my priority targets....

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 11:33:00 GMT
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quote:Originally posted by Zephalephelah:Again, he's saying that he is getting good scores. I find it doubtful that this is only against n00bs. People join and leave in this game. I'm pretty sure he's been up against someone that knows how to deal with stealth and his response to this is to run away so he can fight another day.I'm a little unsure how you can not see this.He is saying that he gets good scores. If he is saying this, then he is dealing out the damage and they are not killing

understand.I don't care what he says he is doing, he's a newbie playing against other newbies.If he was experienced, he would be doing a different tactic, like hitting the enemy base. Hitting units with a lightly armoured stealth vehicle is not a bright idea unless they are heavily distracted. It's also not economical, because the second people see a Stealth Tank, they fire at it. People hate Stealth Tanks. They probably have the shortest life span of a tank in this game. Cloaking doesn't mean jack if his tank keeps getting shot up.And don't forget, shooting Stealth Tanks gives you a helluva lot more points than shooting any other vehicle does, except for Mammoths. Those infantry shooting him are probably making three times as many points as he is.

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 12:29:00 GMT

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think the strategy is to attack weakened enemies or take pot shots to produce points. He attacks

again.No tank can handle the firepower of a mammoth. But a guy hitting a mammoth from time to

infantry will shoot at him and the tanks will follow. Once they do, he's dead.

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 12:38:00 GMT

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This goes for all vehicles, I find if you do have to repair vehicle do it away from tunnels or other possible threats, then do a max of 6 seconds repair, by the 7th second I'm sweating, sure it is possible a black hand is around but I have found it rare they'll get to you in 5 seconds.Anything beyond 7 seconds I find the risks become to high for me personally.

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 12:50:00 GMT

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quote:Originally posted by aircraftkiller2001:They can easily find him. Once he decloaks, infantry will shoot at him and the tanks will follow. Once they do, he's dead.Again, he's saying that he is getting good scores. I find it doubtful that this is only against n00bs. People join and leave in this game. I'm pretty sure he's been up against someone that knows how to deal with stealth and his response to this is to run away so he can fight another day.I'm a little unsure how you can not see this.He is saying that he gets good scores. If he is saying this, then he is dealing out the damage

so hard for you to understand.

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 16:11:00 GMT

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I tried a rush with only a ST in a 2 v 2 clan game vs HOA - ranked top 10 I believe...They were camped outside our base on the map field killing our miners.I purchased a stealth tank and floored it to the nearest bridge without them noticing me because they were pounding our miners.I then floored it around the corner and charged the agt...Since they didnt even notice me (not many would at all) I managed to destroy the agt just before they came back...I then went behind their war fac and stealthed and when the coast was clear i hopped out and c4ed itGame Over [April 11, 2002: Message edited by: L33TgAt4u]

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 16:31:00 GMT

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quote: I'm a little unsure how you can not see thisDon't Argue with ACK. He knows everything. Especially that it's Nod, not NOD.Never say Nod, or your a n00b. Also, don't try anything that ACK doesn't do, or your a n00b. Actually, don't even play this game if you're not ACK, or your a n00b. I think this game was meant to only be played by him, but I could be wrong.

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Thu, 11 Apr 2002 16:39:00 GMT

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quote:Originally posted by Nox McChaos:This is experimental tactic I usually use for even getting to top #1-3 in 12-24 player games. Note, that I just tried it in demo, and I am quite new, but I think it is very effective.Ingredients: TechnicianStealth TankBasic Driving and Shooting skills.At the beggining of the game get Technician as soon as you can, and start mining obelisk and entrances to the base. Remember about 30 mine limit. Once you hit \$900, immediately go for Stealth Tank. Set your weapon to repair gun.Next stage: use advantages of your invisibility to ambush infantry and light-armored vehicles. I don't recommend getting too far away from the base, unless you really need to.Usually there is heaven of targets. All you need to do is wait for the right moment, then release few missile salvos and *boink*. What's different about this tactic is the fact that you can raid large groups of tanks and do drive bys with little penalties to yourself. This tactic involves a lot of running and dodging in vehicle, so be prepared. ZigZag from side to side when running, and start running as soon as you received your first hit, not shooting. Wait until stealth kicks in, pull behind rock or some other >>You are sure it is<< safe place, jump out and repair. It takes maximum 4 seconds to repair and jump back in tank, which is not enough for anything to lock on you. Keep strafing around the tank just in case there is some havoc or sakura shooting through it. Once repaired, get back to ambushing, doing hit and run.About effectiveness--newbie like me on map CnC Under gets about 10 kills in 5 or so minutes along with countless saved teammates and 'support fire' points.-Nox.thats not the piont, dummy this is a team-based gamethe team must winpoints dont matterits people like you who make team games suck by going out and pretending your Rambo or james bondin other words...WORK AS A TEAMGO PLAY A DEATHMATCH GAME LIKE DOOM OR HALF-LIFE IF YOU WANT TO JUST GET "FRAGS"people like you are also classified as n00ds, not newbies O_o

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 16:40:00 GMT
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P.S. i was not flaming-It was a flame rush LOLO_o o_O O_o o_O(arent those faces funny LMAO)

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 16:42:00 GMT
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P.S.S. BUY THE GAME DONT JUST USE THE DEMO!!!ARE YOU TRYING TO PUT WESTWOOD OUT OF BUISINESS???

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 18:21:00 GMT
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Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 18:57:00 GMT
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quote:Originally posted by Zephalephelah:I think L33TgAt4u and Particle Noun got it right. I think talking about? I don't need to prove myself to you at all whatsoever.Just play me in a game and you'll STFU easily.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 19:21:00 GMT
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You sure try to prove yourself alot. Only thing is that you're an ignorant half-breed that doesn't realize that other people might have good ideas from time to time as well.It's okay though, I pity you, and that's got to count for something.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Thu, 11 Apr 2002 21:30:00 GMT
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I think ACK is probably pretty good at this game, that I don't question. I also don't question that he can be a real jerk to people, and rarely has anything positive to say. That's why I like doing this:NOD!

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 01:33:00 GMT
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This thread is the reason that the dam finally broke on ACK.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 01:46:00 GMT
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quote:Originally posted by Particle Noun:Don't Argue with ACK. He knows everything. Especially that it's Nod, not NOD.Never say Nod, or your a n00b. Also, don't try anything that ACK doesn't do, or your a n00b. Actually, don't even play this game if you're not ACK, or your a n00b. I think this game was meant to only be played by him, but I could be wrong.[/qb]While I agree totally with this post, I also have to agree with ACK here. It's difficult-to-impossible to pull off consistent stealth runs in a game with good players. You have to constantly be one step ahead of them to stay alive. Hit and run works, but you're better off just kicking as much ass as you possibly can for that 400 points of life you have, because if you do you'll have enough for another tank when you die.Stealth tanks are the bane of everyone, he's right there. The only thing with a shorter lifespan is a Hummer running at an Obelisk full-speed. [April 12, 2002: Message edited by: Deathgod]

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 02:26:00 GMT
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quote:Originally posted by Particle Noun:Quote: I'm a little unsure how you can not see thisDon't Argue with ACK. He knows everything. Especially that it's Nod, not NOD.Never say Nod, or your a n00b. Also, don't try anything that ACK doesn't do, or your a n00b. Actually, don't even play this game if you're not ACK, or your a n00b. I think this game was meant to only be played by him, but I could be wrong.you obviously dont know what you are saying.all the tactics that ACK has told you here works and the socalled tactics that "nox" had cant work against an experienced player more than one or two shots because then they will hunt him down at shoot the sh*t out of

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 03:04:00 GMT
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all i can say is to hold down 'v' when you drive. move around while targeting/shooting them. takes a lot more skill.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 03:24:00 GMT
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I've used the stealth tank technique several times. usually, if you hide behind the tank, then for some strange reason other tank shells can't hit you...wonder why that might be? And maybe, if there are other Nod tanks doing some shooting, the mammoth you decide to kill is too busy trying to fend off artillery, flame tanks and infantry.

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 04:38:00 GMT
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Hi ack,for once your posts are constructive critsism, I too would have to agree with ack that ST runs are only good in the demo game with complete n00bs. Come into a real game and try it .. bye bye STST are only good for one thing in my opinion, GDI defenses down ? grab a ST and drive in, then over everyone especially if you take out the Weapons factory heh..

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 07:22:00 GMT
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Particle's da man!

Subject: NOD one-man ambush strategy.
Posted by [Anonymous](#) on Fri, 12 Apr 2002 09:25:00 GMT
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Ok, I am back. I was out for a few days.First of all, ACK, I am getting game soon.Second of all, that tactic is valid, it works. They won't find me after I am cloaked, simply because I am good driver. Yes, I am a newbie but I am good driver, and I can uncloak in front of 3 mammothes, evade their shots for quite a while, and then pull out with around 150-100 health--in stealth tank. It's hard to hit me.With Tech/Hotwire it takes approximately 4 seconds to repair stealth tank to full. There goes your "danger of jumping out" point right there.Stealth tank does immense amounts of damage to vehicles and infantry. It is a one hit kill vs an engy, other soldier, even a hero if both missiles hit 100\%. However, to the moron that said I am being a rambo--no, I am mostly taking out engies and then tanks that like to siege our base. Once engies go down, rest of my team does Flame/Light tank rush. GDI caput!And I have a request: there is no need to flame me. I own you in flame wars. So please, just shut up if you can't discuss something w/o busting out your

flamethrower.Thank you.[April 12, 2002: Message edited by: Nox McChaos]

Subject: NOD one-man ambush strategy.

Posted by [Anonymous](#) on Fri, 12 Apr 2002 10:26:00 GMT

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quote:Originally posted by Nox McChaos:Ok, I am back. I was out for a few days.First of all, ACK, I am getting game soon.Second of all, that tactic is valid, it works. They won't find me after I am cloaked, simply because I am good driver. Yes, I am a newbie but I am good driver, and I can uncloak in front of 3 mammothes, evade their shots for quite a while, and then pull out with around 150-100 health--in stealth tank. It's hard to hit me.With Tech/Hotwire it takes approximately 4 seconds to repair stealth tank to full. There goes your "danger of jumping out" point right there.Stealth tank does immense amounts of damage to vehicles and infantry. It is a one hit kill vs an engy, other soldier, even a hero if both missiles hit 100%. However, to the moron that said I am being a rambo--no, I am mostly taking out engies and then tanks that like to siege our base. Once engies go down, rest of my team does Flame/Light tank rush. GDI caput!And I have a request: there is no need to flame me. I own you in flame wars. So please, just shut up if you can't discuss something w/o busting out your flamethrower.Thank you.[April 12, 2002: Message edited by: Nox McChaos]Okay, beyond shadow of a doubt, you've proved your n00bness. You're unable to listen to ANYTHING an experienced player tells you.What, you've only played UNDER?! HAHA LMFAO.Why don't you try your Stealth Tank tactic on Volcano? Or on City? I dare you to try it on any other map. Oh, wait, you only have the demo, and you only have that supreme camping map called Under.Try thinking before you post, Nox. The demo is NOT like the actual game. One map does NOT entitle you to posting strategies as if you're the king master of this game.
