
Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:07:00 GMT

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C&C_City_FlyingAPC Rush or Transport to the PP, ALWAYS.C&C_Walls_FlyingSame as above, but with same old Stealth nukes.C&C_VolcanoHumvee and Buggy rush (almost always)C&C_FieldNod plants beacon on GDI barracks just when they go out of the tunnel C&C_IslandsCan you say "Stealth Nuke"C&C_UnderFlame rush, Flame rushC&C_HourglassFLame rush, or GDI just sits there defendingC&C_MesaMRLS shooting at Nod Power Plant, and Nod buggys going to PP.This game is getting sooo borin

Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:15:00 GMT

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The problem with half of these ideas of yours is people are learning there ways around them...if im on gdi on half these maps with no turrets Ive learned to stop almost every nuke they bring at me, as soon as more people see whats going on in these maps im sure itll get a bit harder

Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:47:00 GMT

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I have never seen a Buggy rush on Volcano. Always a point fishing tunnel rush. Followed by a tank attack...Then there is the Stealth beacons.....

Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:49:00 GMT

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I believe he said 'stealth nuke'

Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:54:00 GMT

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My comments in between "****" below. Most of those tactics just don't seem to work in many games I've played recently. They're still valid, but I think more people know about them now and prepare for them. My comments below are assuming a game starting with 0 credits and with reasonably talented players and team effort. Morons can ruin any team's chances of winning. quote:Originally posted by Xythar:C&C_City_FlyingAPC Rush or Transport to the PP, ALWAYS.** and always defended, if I'm playing... unless my team is completely clueless and I can keep it mined properly.

Please continue this tactic though.. gives us free transports and prevents you from having a couple of vehicles. At one point, we had 4 enemy transport helis on top of one of the buildings.**C&C_Walls_FlyingSame as above, but with same old Stealth nukes.** this level is tough for GDI unless they get their act in gear early. humvee rush asap but don't forget placing mines and don't leave the base unguarded. GDI has to get the offensive going before nod can buy a bunch of nukes. If GDI sits back for the beginning of the game, they'll lose**C&C_VolcanoHumvee and Buggy rush (almost always)** Engineer swarm at the beginning and sometimes that is enough to take out a building or too, sadly. BTW, when my mines blow up.. I don't just ignore it. I go back and put more down. **C&C_FieldNod plants beacon on GDI barracks just when they go out of the tunnel ** I think this is the map that I hate being GDI for. Still can win especially if you get a good tank rush going.**C&C_IslandsCan you say "Stealth Nuke"*** If the game lasts that long. Waiting around to save up 1400c isn't a good idea in this level. Enough tanks will take out your buildings before nukes take out ours. **C&C_UnderFlame rush, Flame rush** Can be defended against.. and that's assuming that GDI hasn't taken control of the entrance to your base. **C&C_HourglassFLame rush, or GDI just sits there defending** GDI should be playing offensively on this map. That will prevent any massive flame rushes. Smaller ones can be defended against without too much hassle. **C&C_MesaMRLS shooting at Nod Power Plant, and Nod buggys going to PP.** This map is up for grabs. I haven't found a sure tactic yet. In a lot of games I've played, this map ends with the time limit. MRLs are too vulnerable to completely destroy the PP from my experience. black hands will tear them apart.. along with just about anything guarding the Nod entrance.**This game is getting sooo borin In games with decent players and teamwork, I find this game still extremely fun. Unfortunately, I have been running into a lot of poor teamwork.

Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:56:00 GMT

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quote:Originally posted by archon370:I believe he said 'stealth nuke'I was talking about all the games in general, not just Volcano

Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 13:19:00 GMT

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quote:Originally posted by The Argon Array:I was talking about all the games in general, not just Volcanosorry musta misunderstood you....to be honest im still a lil confused

Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 13:38:00 GMT

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quote: C&C_City_FlyingAPC Rush or Transport to the PP, ALWAYS. No, no, no. And no. If Nod: Use BUGGY! It's easier to destroy which means the enemy is less likely to steal it and use it

against you. It's also faster and cheaper and it will still survive long enough to get you to any GDI building. Also, PP is not always the way to go since it's always heavily defended. Sometimes it's better to settle for Refinery. If GDI, you're in for an easy win if you know how. The best strategy is to simply walk into the Nod base with a Hotwire and take out the Hand of Nod or Obelisk - but that requires some skill and, above all, luck to remain unnoticed. Otherwise, an early Hummrush to get HoN, Obelisk or Airstrip is best since all of these buildings are hard to defend. Two Hummers with a total of two or three people almost never fails to take out at least one building, although one hummer with a lone Hotwire is perfectly sufficient. quote:C&C_Walls_FlyingSame as above, but with same old Stealth nukes. Not quite. Don't buggy/hummrush on this one - you are too obvious and you'll get the entire enemy team after you. Instead, sneak into the enemy base with a hotwire/technician. With luck and smarts (and cheap tactics like looking around corners in third person view) it's easy to take out HoN/Warfactory or the Refinery. quote:C&C_VolcanoHumvee and Buggy rush (almost always) That works moderately well, but again, it's very obvious and the defenders have lots of time to get to you before you can destroy any buildings. It's better to walk on foot through the tunnels or take the long road over the field (if you have snipercover). quote:C&C_FieldNod plants beacon on GDI barracks just when they go out of the tunnel Agreed. But don't forget to nuke the Refinery too, especially since it's somewhat easier than the Barracks. quote:C&C_IslandsCan you say "Stealth Nuke" Agreed. To get the 1400 quickly, buy a Rocket Soldier Officer and pound on the GDI warfactory from your base for a while. If GDI, pound on the HoN and then tankrush. Don't forget to mine the base thoroughly on both sides. quote:C&C_UnderFlame rush, Flame rush Yup, or sneak behind harvester, or APC rush behind the Warfactory. quote:C&C_HourglassFLame rush, or GDI just sits there defending Flamerushes rarely work because GDI can defend so easily. Instead, get an APC (or two - the more the merrier) and rush. Drive beyond the AGT (which is usually the only mined building) and hide behind the Warfactory. Proceed behind Refinery and get the PP. It's very rarely mined and if it is, you can still get Ref or Warfact. Also, before you rush, if you choose to go over the top of the hill, hide behind the conveniently placed rock in the tiberium with your APC and wait for the enemy tanks to move out from their base. You can see them, but they can't see you. If you're GDI on Hourglass, you're screwed unless Nod are a bunch of morons. quote:C&C_MesaMRLS shooting at Nod Power Plant, and Nod buggys going to PP. If Nod, always go for the Refinery with the famous Buggytrick ASAP. Then buggyrush, APC rush, flamerush, whatever. As for GDI, APC. Or sneak into the Nod base on foot. It's tricky, only done it twice alone, but it's possible. Oh, and Nod can get a stealth tank behind the PP, so if you got 1900 credits to spare, nuke it. [April 24, 2002: Message edited by: Devon]

Subject: Same old tactics....

Posted by [Anonymous](#) on Wed, 24 Apr 2002 16:49:00 GMT

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the rut shall end my friend the rut shall end as soon as people relize how tanks are better in most situations than A/C

Subject: Same old tactics....

Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:30:00 GMT

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Old tactics work always... Just choose the right time to do them...

Subject: Same old tactics....

Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:35:00 GMT

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If they work why not use them , if you don't like using them , make your own , try to figure some new ones out.
