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Subject: tactic for islands

Posted by [Anonymous](#) on Tue, 14 May 2002 13:52:00 GMT

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for gdi save up for a becan (helps to shoot the hand with mlrs)when u get the becan go in the tunnels pop out and place becan next to the HON and run up the ramp now if any engys come just shoot them from on the ramp

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Subject: tactic for islands

Posted by [Anonymous](#) on Tue, 14 May 2002 14:32:00 GMT

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... Thank you Captain Obvious. The number one target for GDI on Islands is the refinery. Nod uses up all their credits on stealths and nuke beacons - if they successfully plant them, it's no one's fault but GDI's for not defending. Take out their ref, and you're not gonna have to worry much about beacons. While we're on the subject of tactics for Islands, why do you idiots always plant mines out of sight where they can be disarmed for 30 points/credits apiece? Plant three in each of the five spaces where the enemy can come through. That way people will most likely see the explosions or at least see engineers trying to disarm them and HOPEFULLY do the right thing.... [ May 14, 2002: Message edited by: destroyax ]

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Subject: tactic for islands

Posted by [Anonymous](#) on Tue, 14 May 2002 17:13:00 GMT

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this tactic is old...and also...all u have to do is rush in a humvee to the refine or hand...as easy as that, and also get a couple more engies, if a bunch of engies rush...they can kill u before u noe it..cause u'll be sure to hit the enemy hand while shooting, so when u hit it a whole lot of hands or infantry units come and kill u...and besides...a technician can disarm beacons in like 8 seconds...

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Subject: tactic for islands

Posted by [Anonymous](#) on Wed, 15 May 2002 07:22:00 GMT

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That has to be THE worst tactic that i have seen yet. I mean come on everyone knowws that just by looking at the map. Please do not post things unless its actually important im tired of wasting my time reading crap that n00bs like you post.

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Subject: tactic for islands

Posted by [Anonymous](#) on Wed, 15 May 2002 11:25:00 GMT

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The problem with that tactic is that everything happens early and fast on that map. Once you can afford a beacon, then a flame rush is probably already on it's way. This maps becomes easier for GDI as the games get larger, since more people means a better chance of seeing stealth units. The best tactic should be pretty obvious. When the game starts, get a group of soldiers/engineers together and run through the tunnels and either to the HoN or the Airstrip and place C4s. But don't leave your base completely undefended. If the game lasts longer, then it opens up some for some strategy. I think APCs are far underused on this map. Humvees are great as well. Sometimes you can get the HoN if you have a couple of MRLs and a bunch of Gunners shooting at it, but it has rarely destroyed it completely in my experience.

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Subject: tactic for islands

Posted by [Anonymous](#) on Thu, 16 May 2002 00:36:00 GMT

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On Islands, get another person, a Beacon, and a Hummer. Rush in to the Airstrip, drive the Hummer partially in to blow prox C4s, one person gets out to place the beacon inside, while the other covers the entrance. After the beacon is set, get back in, and drive the hummer in as far as it'll fit Bye bye airstrip.

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