
Subject: Gunner strategy

Posted by [Anonymous](#) on Sun, 19 May 2002 15:48:00 GMT

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Hi, what sometimes good works on the map Field is an attack with something like 5 gunners through the tunnel and destroy the obelisk that way. Off course this only works with teamwork (what already is in most cases impossible). The same action will probably work on maps like City as well. I know a lot of you will say, this will only work when the enemy is stupid but believe me I had a number of times success with this tactic!. I wonder if somebody tried this on other maps? GrtzWOLname Dutchduc(not much of a good player, but loves the game)

Subject: Gunner strategy

Posted by [Anonymous](#) on Sun, 19 May 2002 18:05:00 GMT

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this tactic can only be pulled of with a huge team or a idiot enemy. If the team is to small the enemy can attack freely with flame tanks but if your team is large enough like 25 ppl, you can get ff gunners and 3 soldiers to back them up, this way you can destroy a building if it is not being repaired! If its being repaired you can say your destroyed building goodbye. But anyway good tactic, and as you said it takes REAL TEAMWORK as we dont see much

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Posted by [Anonymous](#) on Mon, 20 May 2002 09:27:00 GMT

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Many times on Under the other team is slow mining the tunnels or not watching them at all. If you can get 3 or 4 Gunners down there you can easily take out the power plant. Then say goodbye base defense.

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Posted by [Anonymous](#) on Mon, 20 May 2002 11:41:00 GMT

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You can rush from the start, get 3 guys with grenadiers and 2 minigunners to cover 'em and blow the thing away. Only thing is that if they're organised at all they'll have people guarding that tunnel, but for pubs, or if you can beat them, it's great.

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Posted by [Anonymous](#) on Mon, 20 May 2002 13:58:00 GMT

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quote:Originally posted by JunoReactor: thats by far the easiest way to take out the

Airstrip.....another easy way to take out the refinery is to plant 3 Ion Beacons up against the wall directly behind the refinery in the tunnel.....the blast radius destroys the refinery (but you have to set the Ion Beacons at the same time).....You should hear everyone screaming WTF!!! CHEATERS!!!! Booo hoooo wahhhhhh sniff sniff....All's fair in love and war eh!?!?!Everyone should know about this tactic by now.. and if they don't.. THEY WILL

Subject: Gunner strategy

Posted by [Anonymous](#) on Tue, 21 May 2002 00:10:00 GMT

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Yes the gunner tactic is efficient when the enemy team is slow.[May 20, 2002: Message edited by: n00by One Ken00by]

Subject: Gunner strategy

Posted by [Anonymous](#) on Tue, 21 May 2002 00:14:00 GMT

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thats by far the easiest way to take out the Airstrip.....another easy way to take out the refinery is to plant 3 Ion Beacons up against the wall directly behind the refinery in the tunnel.....the blast radius destroys the refinery (but you have to set the Ion Beacons at the same time).....

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Posted by [Anonymous](#) on Tue, 21 May 2002 10:35:00 GMT

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quote:Originally posted by Kab0om420:You should hear everyone screaming WTF!!! CHEATERS!!!! Booo hoooo wahhhhhh sniff sniff....All's fair in love and war eh!?!?!Everyone should know about this tactic by now.. and if they don't.. THEY WILL It's totally fair because both teams can do it! It works just as well for nod. Oh and by the way if the beacons are placed right it only takes 2. We did it last night with just 2.

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Posted by [Anonymous](#) on Tue, 21 May 2002 13:36:00 GMT

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quote:Originally posted by rogueranger:It's totally fair because both teams can do it! It works just as well for nod. Oh and by the way if the beacons are placed right it only takes 2. We did it last night with just 2. That's sweet!! I thought it took 3-4.I was playing last night and the GDI team was trying to do it.. one at a time (thank god!)

Subject: Gunner strategy

Posted by [Anonymous](#) on Sat, 25 May 2002 10:10:00 GMT

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it would be cheap, but it stresses the team t defend the halls. that's all it takes to stop it
