
Subject: Dead 6 Special

Posted by [Anonymous](#) on Tue, 11 Jun 2002 23:12:00 GMT

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This is a tactic I've recently devised for GDI but have yet to test it. It includes getting Gunner, Hotwire, Patch, Deadeye, Sydney (take your pick but I'd go with Mobius Suit Sydney), and Havoc. Keep this team together in a chopper or 2 APCs, have some other troopers warm up the enemy, then assault! Like I said, this is untested, only do it if ya can afford it. Havoc and Deadeye can provide one-hit kills on troopers. Mobius Suit Sydney and Gunner can take out vehicles. Patch can make for a mean assualter, while Hotwire functions as repairer/demolitionst. Best of all, most of the members can use their weapons to damage the MCT as well as use C4. Someone brave, give this a try! [June 11, 2002, 23:15: Message edited by: DFalcon999]

Subject: Dead 6 Special

Posted by [Anonymous](#) on Wed, 12 Jun 2002 01:36:00 GMT

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A good tactic. A very good one. But it is very hard to gather a team like that! You almost must play with your personal friends to do that. Fortunately, I did it once, it works very very very very well! It is

if everyone stays together, it is a deadly attack...mwhahahaha [June 12, 2002, 01:36: Message edited by: SlimyFury]

Subject: Dead 6 Special

Posted by [Anonymous](#) on Wed, 12 Jun 2002 02:18:00 GMT

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quote:Originally posted by SlimyFury: A good tactic. A very good one. But it is very hard to gather a team like that! You almost must play with your personal friends to do that. Fortunately, I did it once, it

hand of Nod, you must all stay in there. That "sydney & gunner blow vehicles, havoc and deadeye

Yes, that's the point. They're always together, so they can kill a LOT of enemies that try to intercept them and with the different weapon varieties, they are capable of fighting almost any unit type! [June 12, 2002, 02:20: Message edited by: DFalcon999]

Subject: Dead 6 Special

Posted by [Anonymous](#) on Wed, 12 Jun 2002 07:05:00 GMT

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I can see trying this on msgt's new passworded server.

Subject: Dead 6 Special
Posted by [Anonymous](#) on Wed, 12 Jun 2002 07:57:00 GMT
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the two snipers would have to be good in order to get off one hit kills (unless Havok was hitting infantry) so I would probably replace them with two more Gunners because all it takes is one shot to the head from a Gunner shell to kill someone and they could also be very effective against vehicles in numbers.....if all your talking about is straight up offense.....snipers suck against vehicles (unless they are MRLs and Mobiles)and when on offense in closed quarters Gunners rock.....

Subject: Dead 6 Special
Posted by [Anonymous](#) on Wed, 12 Jun 2002 09:05:00 GMT
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And boy do they have a good rate of fire.

Subject: Dead 6 Special
Posted by [Anonymous](#) on Wed, 12 Jun 2002 09:59:00 GMT
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If you assaulted buildings with a team like that on maps with no base defense, you could take out at least two buildings, too. The hotwire could do one all by herself, and the rest could take down another with their timed c4. You'd still be able to play your roles since you'd just take a second to plant your c4 and then go out there and lay waste to the enemy. But yeah, this requires lots of coordination and some part of skill on the part of the other players playing the respective members.

Subject: Dead 6 Special
Posted by [Anonymous](#) on Wed, 12 Jun 2002 10:10:00 GMT
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I would just waste every c4 on the assaulted building(if it is not ref!)to secure the destruction of it.

Subject: Dead 6 Special
Posted by [Anonymous](#) on Wed, 12 Jun 2002 11:25:00 GMT
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Even better is to take a squad of shotgunners, riflemen, and grenadiers/flamethrowers for an attack. Three timed charges take out a building, and the three character classes give a great mix of abilities:riflemen are surprisingly good against aircraft, especially when there's more than one. bring two.shotgunners are the ultimate close-range soldier, they can take out any infantry unit in

ONE HEADSHOT. Two are good.grenadiers/flamethrowers are good medium-range antivehicle and anti structure units. Grenadiers can arc their projectiles to hit targets from out of sight, flamethrowers fill a great dual role, etc. Even better, they can take out structures by themselves! With an attack team of two each from these classes, and some luck and skill, you can take out not one, not two, but THREE structures in one attack. See, three people plant c4 on the first MCT. They move to the next building, and the other three plant their c4. Now, they move to the third building and the grenadiers/flamethrowers blast the MCT while the shotgunners and riflemen defend them. I've seen it done this way(or similarly) before, and it is VERY effective...better than a tech rush, or an expensive elite attack like that one. Heck, it beats any rush in terms of overall cost, even after the buildings go down they can continue to attack, killing infantry and vehicles. Best part is the overall cost of such an attack: nothing.Only bad part is, it's best done on no-defense maps. With a little cash, though, you can do the same thing on a defense map with an APC or three hummers.

Subject: Dead 6 Special
Posted by [Anonymous](#) on Thu, 13 Jun 2002 15:46:00 GMT
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good luck organizing it

Subject: Dead 6 Special
Posted by [Anonymous](#) on Fri, 14 Jun 2002 06:50:00 GMT
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i have more than 135 posts wtf

Subject: Dead 6 Special
Posted by [Anonymous](#) on Fri, 14 Jun 2002 06:52:00 GMT
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there we go

Subject: Dead 6 Special
Posted by [Anonymous](#) on Fri, 14 Jun 2002 09:07:00 GMT
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? this is imposible if u dont play personal with your friends... over Network!
