Subject: Nod Strat On Islands
Posted by Anonymous on Sat, 27 Jul 2002 11:22:00 GMT
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Okay, we did this yesterday, and it took teamwork   .And I would like to improve on it. First, we got 8 flame tanks, them 1 guy with a nuke in each tank, ALL STEALTHS, then I went in GDI's base as a steath, to distract. Now this is the part I want to improve. If in a 50 player or 48 player server, (many up now), have 5 stealths a a distraction, and have the 16 people in the FTANKS, and have the rest of the team, defend the base. Have at least one engi, one anti infantry, and one anti- tank. Now just before GDI starts firing on the flames, ALL 5 STEALTHS START ATTACKING, AND GO FOR THE MOST DANGEROUS ENEMY. IF THEY HAVE A MED, DESTROY IT, IF THERE IS NO TANKS, GO AFTER MOBUIS, SYDNEY, GUNNER, ROCKET DUDES AND SO ON. Not only will you be killing the enemy. You will be forcing them to fire upon you, which lets the flames live longer, do more damage, get more points, and give the nukers time to get out of the tank undetected and go nuke. Give me feedback, and ideas. Remember, even though this is expensive, if done right, will win the game most definatly. If the most of the team will be broke by doing this rush, only try if WF is down. Thank you   And amazingly, this is one flame rush that may take some brains and skill, and teamwork   [July 27, 2002, 11:24: Message edited by: Kirovy1234]

Subject: Nod Strat On Islands
Posted by Anonymous on Sat, 27 Jul 2002 11:54:00 GMT
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Great idea, except no one ever listens, not even to me, well then again, that's me.

Subject: Nod Strat On Islands
Posted by Anonymous on Sat, 27 Jul 2002 19:52:00 GMT
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C4miner got this organized in 5 mins. He was very forceful, but it workedAnd from what i see. there is more teamwork happening now

Subject: Nod Strat On Islands
Posted by Anonymous on Sat, 27 Jul 2002 20:23:00 GMT
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Spank. you forgot to add,Watching the plan go wrong from GDI: Priceless

Subject: Nod Strat On Islands
Posted by Anonymous on Sat, 27 Jul 2002 20:25:00 GMT
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SpankAnd you forgot to addWatching the plan go wrong from Nod is heart breaking, and makes you ****ED

Subject: Nod Strat On Islands
Posted by Anonymous on Sat, 27 Jul 2002 22:07:00 GMT
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I see how it works and it will definily catch GDI when they are trying to defend the tunnel. The Nod have to be well coordinated while GDI is sloppy.The money comes in quite quickly on island and complex so money is not an issue. You can get 3 to 4 loads from harvy in 5 min that will be about 900 + the money comes in automatically.Getting 8 flame tanks and requires about1 to 2 min of building flame tank. That means they will have time for the nukes.A total of 21 player out of 24 or 25 player is used. I guess the stealth is coming from the tunnel or is already in GDI base. The GDI probably will have MRLS or gunners camping in the base hitting the Hand or have to have a tech repairing it. Leaves 2 or 3 men left. Assume one get Mendoza and the other as Sakura while the flame resh and they have to guard the tunnel.If GDI as not a team of n00bs. They will have med tanks out in the way and MRLS. They will take the tunnel with Gunner and patch and rush to the Hand and air strip which can be blown up in no time at all.The conclusion is that it depends on the number of n00bs in each team to have it work or not.

Subject: Nod Strat On Islands
Posted by Anonymous on Sun, 28 Jul 2002 00:04:00 GMT
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I believe 8 is max. of vehicles...

Subject: Nod Strat On Islands
Posted by Anonymous on Sun, 28 Jul 2002 00:07:00 GMT
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and if they get in ur flametanks, and kill ur nukers, then they flame rush ur base, w/ only 20 ppl defending... great!

Subject: Nod Strat On Islands
Posted by Anonymous on Sun, 28 Jul 2002 00:12:00 GMT
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Ya um, I said 8 tanks first of all, and seond of all, I said 16 PEOPLE IN THE FLAME TANKS, WHICH IF THERE IS A 8 VEHICLE LIMIT, DOESN'T IT MAKE SENSE THAT 2 PEOPLE WOULD BE IN EACH TANK, AND THE SECOND GUY HAD THE NUKE. HOW WOULD THEY STEAL IT EH

Subject: Nod Strat On Islands
Posted by Anonymous on Sun, 28 Jul 2002 09:10:00 GMT
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I guess it always comes down to which team has the most n00bs, they will lose.

Subject: Nod Strat On Islands
Posted by Anonymous on Sun, 28 Jul 2002 14:10:00 GMT
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Not to mention, with this tactic, you're left with noone defending your base. As little as 2 hotwires with beacons can sneak through the tunnel and win the game.

Subject: Nod Strat On Islands
Posted by Anonymous on Sun, 28 Jul 2002 15:38:00 GMT
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u dont read do ya, he said there is still 20 ppl defending the base, sounds like a good enough number to me, the only thing that i really dont like bout that is that it will happen once a blue moon, but if it did get organized then ya it would work wonders, i myself would go along if sum1 suggested it, TEAMWORK WINS

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 31 Jul 2002 08:20:00 GMT
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This strategy is so outlandishly impossibleto coordinate,that I will simply disreguard it.

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 31 Jul 2002 09:04:00 GMT
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I love teamwork, and you ALWAYS win if you're using it correctly, but most morons never want to help. I've been in games, where I KNOW what will happen, and how to defend against it, then kill the opposite team, and no one listens. We lost three games in a row, because the morons wouldn't listen to me, and the plans I KNEW would work. Idiots... I yelled at them all and left after the third game. I then rejoined, and was put on the better team.   I then won repeatedly, because everyone was actually LISTENING to eachother!!!

Subject: Nod Strat On Islands

Posted by Anonymous on Wed, 31 Jul 2002 10:27:00 GMT
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Blue Eagle:This strategy is not outlandishly impossible.I was playing on the GDI side last night when the NOD pull this one on us, and it worked.

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 31 Jul 2002 11:27:00 GMT
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The biggest problem with this strategy is: Most people are too busy fighting to read the messages and reply. So you end up with 8 Sakuras, 2 Flame Tanks, 20 Engies, and 4 SBH's w/nukes. Everybody wants to be the character they are good with. I say rush the tunnels & entrance with 48 LCG BH's & 2 Sakuras. Whoa, talk about laser light show. LOL

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 31 Jul 2002 14:08:00 GMT
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Another good tactic is to plant 42 beacons in the barracks. No way GDI can diffuse all of them in time!Boom! W00t!

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 31 Jul 2002 14:46:00 GMT
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Unless they have 42 engineers in there.

Subject: Nod Strat On Islands
Posted by Anonymous on Tue, 06 Aug 2002 23:45:00 GMT
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Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 07 Aug 2002 04:48:00 GMT
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C4miner Recruit Member # 15445 Member Rated: posted August 07, 2002 00:22
-- Blue Eagle Recruit Member # 15637
Member Rated:posted July 31, 2002 08:20

-- This strategy is so outlandishly impossibleto coordinate,that I will simply disreguard it.-- YOU STUPID @#\%$ I organized the rush and my team successfully executed it and we owned. IT'S NOT IMPOSSIBLE.[August 07, 2002, 00:23: Message edited by: C4miner]

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 07 Aug 2002 12:22:00 GMT
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Blue Eagle Recruit Member # 15637 Member Rated: posted July 31, 2002 08:20 -- This strategy is so outlandishly impossibleto coordinate,that I will simply disreguard it.-- YOU STUPID @#\%$ I organized the rush and my team successfully executed it and we owned. IT'S NOT IMPOSSIBLE. [August 07, 2002, 00:23: Message edited by: C4miner]

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 07 Aug 2002 12:28:00 GMT
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As I even said that in the 5th post in this thread

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 14 Aug 2002 13:36:00 GMT
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want good teamwork? go play on the pitts. See my sig.

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 14 Aug 2002 18:33:00 GMT
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I go there sometimes, but not enough player. 40 is my bag

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 14 Aug 2002 20:58:00 GMT
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I read something about 20 people defending .....Uh lets see on 48 person sever .... (starts on

fingers)That would 24 per side .....5 SBH .....(using toes now).... 16 in FT s(uhh ..... oh I got it) that's 21 .....3 left to defend ....uhhh ....You must have gone to a different school than I did vlad that taught new age math or something.USE YOUR FRICKIN' BRAINNo offense to you Kirovy hard to organize. Props to you guys that pulled this off. [August 14, 2002, 20:59: Message edited by: hareman]

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 14 Aug 2002 21:28:00 GMT
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One more reason why having good friends who will by the game and play it with you, and all of you play the game together to perfect teamwork skilles will own this game!!!   Ofcorce when that does not work, a clan is the next best thing.

Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 14 Aug 2002 21:48:00 GMT
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hareman , i just checked the thread. It was not I who said something about 20 people defending, and the person meant defending GDI's base too. He had nothing to do with this tactic, so don't take it into acount

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Subject: Nod Strat On Islands
Posted by Anonymous on Wed, 14 Aug 2002 22:43:00 GMT
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I know making fun of Vlad blah