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Subject: Islands Back Tunnel

Posted by [Anonymous](#) on Sun, 04 Aug 2002 07:39:00 GMT

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If your base is being shot at by snipers and tanks at the front entrance, use the other tunnel. They usually don't expect that and you can kill them quite easily. I've just played a game on Islands and I bought a Sydney. The Refinery was destroyed, so there were almost no credits coming in. The front of the base was full of MobArts and Sakura's, so I used the tunnel leading outside the base. From there I shot 2 Sakura's and a Mobile Artillery with a Sydney. They thought it was coming from the base. the fun part was that Nods Refinery and Air Strip were destroyed by that time, so it was hard to replace them. This is mainly a GDI tactic, 'cause if your playing Nod GDI is probably MRLSing the HoN. But it works great, with a decent character that is.

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Subject: Islands Back Tunnel

Posted by [Anonymous](#) on Sun, 04 Aug 2002 08:46:00 GMT

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btw havoc would've worked better on ma's

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Subject: Islands Back Tunnel

Posted by [Anonymous](#) on Sun, 04 Aug 2002 10:56:00 GMT

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It's harder for Nod to use the same tactic, but it's possible. I basically use the "back tunnel" method when I'm GDI. The way that leads right to the Hand of Nod is usually mined or guarded, so what I do is crouch in the side tunnel that leads to the middle of the map and let vehicles go by. When it's clear, I make a rush across the field and enter the Nod base from the front. I make it to a building, or better yet, plant a beacon at the head of their strip over half the time. It just requires patience. Like I said, with Nod, it's a little harder, but since you have stealth units it gets a little easier. Difficult to get a building though, since the GDI base is packed tighter so units can intercept you more easily.

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Subject: Islands Back Tunnel

Posted by [Anonymous](#) on Sun, 04 Aug 2002 11:36:00 GMT

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Well, the Refinery was down and I just entered the game. You began with 200 credits and I bought a Sydney, I prefer her above an Officer or a Rocket Soldier Officer.

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Subject: Islands Back Tunnel

Posted by [Anonymous](#) on Sun, 04 Aug 2002 15:05:00 GMT

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i think he means PIC sydney.

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Subject: Islands Back Tunnel

Posted by [Anonymous](#) on Mon, 05 Aug 2002 06:21:00 GMT

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Another good place to hide is that dark and dank little tunnel in the middle rock between the bases - you can sit in there for a long time sniping...

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Subject: Islands Back Tunnel

Posted by [Anonymous](#) on Mon, 05 Aug 2002 08:22:00 GMT

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Yeah, but I don't like to snipe.

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