
Subject: How to dismantla a gdi assault from the inside.
Posted by [Anonymous](#) on Tue, 01 Oct 2002 21:26:00 GMT
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quote:Originally posted by Squiddley:Very interesting.This very thing happened last night on a public server (forget which) but basically that happened. GDI ruled with a combo of mammoths, meds an MLRS and APCs, with 2 or even 3 hotwires supporting. The red side was stumped... (Credit to all really, because it wasn't organised, but ppl knew what to do and worked together.)Until there was a rush of SBHs who caused a ruckus and broke the monopoly. Worked a charm, whoever co-ordinated that effort. GDI still won on points, but IMHO the other side won on effort/balls/teamwork etc.All the more evidence that this is one VERY well balanced map.Agreed. Here were two scenarios I played on Field today1. As Nod. GDI was pounding the crap out of the HON. I was holding them back with my MA behind the wall, but they attempted like 4 APC rushes which all failed (really good team work on that). Any ways, there's no way of getting out of the base. So I leave my MRL and I see if the back tunnel is mined. It is, with only a line of 4 mines. I blow through those and die. I then buy a nuke and a SBH. Head back to the tunnel and to the first rock near the infantry barracks. Lay the nuke. Two people see this: a guy in a med tank and a gunner. No one even attempts to stop or alert anyone else. Boom, up goes the infantry barracks. Then right after that some loser on GDI uses the MRL exploit and starts pounding on our obselik. He gets kicked by the host (I LOVE THAT!). We won the game. GDI claims I was cheating by nuking their infantry barrack: ya right.2. On GDI, pounding the crap out of HON. Back of tunnel mined pretty nicely. Hear nuke deployed. No one's at the base. Go to disarm nuke, I am attacked by two SBHs. Boom, up goes our refinery! We still won by points, but that was a nice move by Nod.SuperTech [October 01, 2002, 21:28: Message edited by: supertech]
