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Subject: win when your losing!

Posted by [Anonymous](#) on Mon, 12 Aug 2002 05:16:00 GMT

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This tactic is a rather tricky one to use especially if you have a renegade team (one that won't take orders at all). I've witnessed this many times and it may or may not have already been posted here but anyway. I'll use one of my experiences of this for the strategy. You are GDI on hourglass with all buildings but your barracks destroyed. Nod will most likely keep throwing flame tanks and stealth tanks at you. Hopefully you will have a fair amount of credits, in the team. Make sure at least 3 of the team are hotwires, 2 and one engineer is ample though, keep them in the barracks. The rest of the team should be Mobius, Ion Cannon Sydneys and maybe one sniper. Infantry are very manoeuvrable compared to tanks so can be very tricky to fight off and the amount of points you get for their tanks is a lot compared to the amount they get, even if they kill you, which you really have to avoid. Then just keep destroying them with your heavy infantry as they come. I have won at least 3 games like this when they had a full base, because it is simply very difficult to stop. Although an experienced enemy could place a few nukes with tank support and probably win, but teams are rarely that co-ordinated. Remember that tanks.. especially flame tanks fear Mobius'es and adv Sydneys. Anyone else been involved in a game like this?

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