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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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