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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, then 1 guy with a nuke in each tank, ALL STEALTHS, then I went in GDI's base as a stealth, 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 ]

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