
Subject: tactic for islands

Posted by [Anonymous](#) on Tue, 14 May 2002 14:32:00 GMT

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... Thank you Captain Obvious. The number one target for GDI on Islands is the refinery. Nod uses up all their credits on stealths and nuke beacons - if they successfully plant them, it's no one's fault but GDI's for not defending. Take out their ref, and you're not gonna have to worry much about beacons. While we're on the subject of tactics for Islands, why do you idiots always plant mines out of sight where they can be disarmed for 30 points/credits apiece? Plant three in each of the five spaces where the enemy can come through. That way people will most likely see the explosions or at least see engineers trying to disarm them and HOPEFULLY do the right thing.... [May 14, 2002: Message edited by: destroyax]
