
Subject: Obvious Transport Tactic no one does
Posted by [Anonymous](#) on Mon, 13 May 2002 09:22:00 GMT
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A "new" tactic that I have seen is 2 APCs rushing at the same time. The guard tower will only fire on one APC meaning the other one can make it through just fine. We did this against Nod yesterday and it worked quite well. Me and another guy headed for the power plant and the other two headed for the HON. Boom, up went the HON and then the other tech still living came to the power plant to help us out. Boom, up goes the power plant! And this very tactic was used against me on SoL's server. Not sure where the rest of my team mates were, but I managed to blow up GDI's tiberium refinery and yet GDI managed to buy two 2 APCs with two hotwires to visit our base. There's no way I can defend against two hotwires in two buildings and we lost both. And yes, you should only trigger your remote C4 when the timed C4 goes off. If the other team hears that their power plant is being attacked, you can be sure that every hotwire and 1000 point character will be ready to run to the PP to chew you a new hide!
