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Subject: New instant message thingies that should be put in

Posted by [Anonymous](#) on Mon, 15 Apr 2002 07:09:00 GMT

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Yes, the side approaches are choke points. Only two vehicles can move through so its best to split your forces or just send the lot of 'em over the main hill. A few things I've noticed:- the tunnels can be used to attack the Nod base turrets. I've even destroyed them when Nod wasn't paying attention. Also, the tunnels are great for sneaking up behind enemy tanks on route to your base. Those pesky Nod stealth troopers seem to love this tactic and often kill the engys supporting the tanks.- Nod's arty (and I'm assuming GDI's MRLS) can safely strike part of the enemy base without taking damage from the automated defenses from atop the main hill.- If you do an engy rush try attacking something other than the auto defense structures. Though most newbies are getting good at mining those structures they often forget the stuff at the rear like the power plant and tib refinery.- My opening tactic is usually to go after the enemy harvester. GDI's grenadier can lob grenades on it from the side and not take damage. Nod has it a bit harder since the flamer (or engy) needs to get closer to do damage. Sorry, there are no "quick" tactics for this map. As with all auto defense maps, it won't be a quick battle unless the server is giving you some starting credits.

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