
Subject: Help me hourglass.mix strategy

Posted by [Anonymous](#) on Fri, 12 Apr 2002 07:18:00 GMT

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GDI Tactics. Mine the AGT - Plant at head level in door and right in entrance. Mine the PP - Plant at head level in door and wall. - plant on floor on either side of middle console. (the Noddies seem to APV/FT rifMine out by the two entrances to the base - two strips - about 5' apart. (this is to take some armour off / kill survivors of tanks exploding)(only use about 20 mines - leave some for the "i gotta mine something else"Get 3 MRLS and sit behind the little walls up front. (blocking the paths - watch out for harvy coming out)Have hotwire support. Have two hummers on each side - by tunnel exits and let them start hitting the incoming -(gunners/officers riding shotgun) prearrange a quick comm code so the team at the base knows something is coming that way.. (if you hear "Defend the war factory - they are coming on the right)("Defend the Barracks" they are coming on the left) Die if you must - but slow them down.. Must have team communication - "FTs Top/right/Left/ALL"start to target them with the MRLS- try to hit one at a time with all 3 - if you can. Block when they get danger close...By this time - everyone else in the base is pounding them. Hoepfully the hotwire can keep you alive long enough to blow em up. If you survive that - get some med's to be your blockers (2 at base - 2 on slopes (they can roll back and block or block over the top)Have a couple of MRLS in the base to pound on them. Now for attack -- Take gunners/officers/hotwire/engie to tunnels and pound on the turrets. drop c4 out of tunnel to kill any enemy coming in. Move up 2 MRLS's, hummer (loaded with gunner/officer) to the right side and pound on the HON. Do the same on the left - but hit the OBI or Air..(i prefer the air -- no ft's)try to do it at the same time -- with people in the tunnels. When you get enough - 2-3 mobies as BD's (in med tanks) make a pretty good stopping force. As stated in other posts - two mamies blocking work great also -- use the Tusks when they get close. While your pounding them - run in a APV with some Hotwires and mine fodder - let the mine foddors run in to take out mines - hotwire the obi - and remember to leave a driver in to cover you with the mg. If your succesfull in taking out the Obi - run to the HON/Air and pound on them/or kill the regenerating Noddy s*** ... (lol)These are some tactics that i have used/seen and they work --add anymore that you may know.
