
Subject: Does anyone have a decent strategy for the demo

Posted by [Anonymous](#) on Sat, 30 Mar 2002 20:15:00 GMT

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""Are the any more characters or vehicles?"" There are a bunch of stupid mutants and vehicles to be released that will allow air warfare on two maps. StratsGDI: Attack the harvester with grenaders. If you are successful, immediately hit their tunnels and attack the power plant. You will flame tank it. So you have to get it mined. You should probably mine the tunnel once or twice, and run out in the open (if it is safe enough) and start healing the MRLs that have come out. When you have enough for a MRL, buy it, or wait for a medium tank. Either choice, rush to their base entrance and start pummeling the airstrip, taking pot shots at the harvester and anyone who same thing and you die. Then buy an APC and a Mobieus. Rush the Ob of Nod and set your c4 and take out anyone who tries to get in while taking occasional shots at the Main Console and help you. Once it is dead, use a hotwire and APCs to trample Nod infantry and do everything you can to destroy the power plant. This is because your entire team will be in tanks trying to kill the If you find yourself losing, buy that prototype suit and a beacon, get into their tunnels, and survive a Obelisk hit and plant the beacon. NOD: Kill the engineers and grenaders going after your harvester. You must protect that harvester! Use the high ground and pick off everyone you can, one direction. If the harvester looks like it will survive, stop attacking the men and get to their tunnels as fast as you can. All you have to do here is get their attention. Attack the power plant so Once you hear it, run out and let the AGT kill you. Buy a technician. You have to mine that OB and you have to mine the tunnels. You should mine the branch of the tunnels and the entrance and bottom near the power plant. Finally, mine the ramp to the hand of nod. When you are finished, switch to the pistol and let it load. Heal any vehicle that comes back for it and keep a watch out for APCs. If you see an APC, tell your team!!!! It takes exactly four key*****s, but I APC comes nearer, prepare your C4-remote explosives. The APC will be hit twice, then you will one and kill or wound those men. They will die as soon as they try to enter the OB because you were smart enough to mine it. Now remine it and reload. Keep doing this until you know there are enough tanks out and few of theirs by taking quick peeks outside. Once you feel ready, start buying flame tanks. Your mission from now on is to attack the AGT with extreme prejudice. The only thing, and I mean the only thing that you should stop for is an overwhelming enemy advance.

The only thing you should slow for, is a weak harvester or a MRL. All the rest of your energy, every turn you make, should be focused on getting to the AGT and damaging it and gaining cash for doing it. If you are successful, you will have the ability to rush their other structures. If you are entrance, on the right, down the hill near your OB, and wait for APCs. During tank battle, do not smallest first and move around as much as possible. If you think you can get away to resupply your tank, do it. Otherwise keep pressing until your tank blows and try to C4 them before you die.

hand and buy a Morpheus. Defend that structure with your life, resupplying your character all the going to lose, but if people see that you are doing well and you last long enough, they might start doing the same and stop buying rocket guys and start shooting some lasers at the least. The map the game is over. APCs are nice, but against a good tech and with a little luck some pot shots on the field, the mines and Ob shots will take care of Nod. But a flame can take its toll on the AGT and two can take it down quick, three or four and its all over before they even left the base.
