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Subject: Engy Strategies, Multiplayer

Posted by [Anonymous](#) on Thu, 07 Mar 2002 20:52:00 GMT

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Thank you... BTW, in some maps like that infernal C&C-Under, you can just plaster the side entrances and chokepoints with mines. Supposedly, you might be able to get head damage if you put it up on the ceilings. And you get the advantage that they won't notice it in time to stop, and will hit a mine at head-level as well as one below them. I was playing with 'Runefist', a very good engy, and swapped strategies and tried some coordinated tactics. Naturally, two coordinated engies will be much more effective than the three stooges. If there were explosions or an engy made it to the base, we'd check all the buildings for bombs and beacons, shouting 'Hand clear!', 'Airstrip clear!' etc. as well as checking the mines. We didn't lose a building in the game, despite GDI winning and a couple Mammoth/MRLS/Hotwire-in-a-humvee rushes. Problem is, unless you mine all the possible routes, you always risk someone rushing by so it's important to have good defense, especially anti-vehicle. Too bad the others are hardly ever on the ball... I've noticed a weird bug, sometimes I'm trying to disarm C4 on the console, and when I switch targets, especially if someone blocks my view, I can't retarget it and the place gets blown to high hell. We nearly lost some buildings twice due to that. Some more vehicle stuff and tactics-APCs, in GDI and Nod flavors, are quite nasty. Even if they're not doing a full blown engy-rush, which is rare anyway since coordination is difficult at best, it has enough armor and speed to squish your buddies and resist pistols and ARs almost completely, and specials to a degree. It's difficult to plant c4 on these since they're so maneuverable and they're well armored, so your best bet as an engy is to put mines near it and/or seek cover. That machinegun can make minced meat out of you pretty quick. Make sure you have a pistol ready since the enemy will usually be quite nasty, and your often ADD-inflicted 'friendlies' will divert their attention after it's destroyed, and they can slip through the fire. Humvees and buggies are particularly nasty since 99% of the time, there's a determined engy that's gonna make a suicide run for your defenses or power. It's difficult to stop them quickly, but if you've got mines or rockets damaging it the base defenses could stop them in time. It usually seems like they slip past, though, so the defensive engy will need to check the terminal pronto. If you're going on the offense, this is a very feasible plan, especially if there's little defenders at their base, since it's fairly cheap and highly damaging. Getting in can be tough, and the timed c4 may not be able to go off. Risky, but requires virtually no team coordination and it's virtually an instant-mvp if no one is doing that already. For the defensive engy, Mammoth tanks and MRLSs are the worst opponents IMHO. They can dish out damage quickly and slip away when threatened. The MRLS is awful since it hits extremely hard, and can lob rockets around corners and do saturation attacking to ground areas. It seems like I can damage them with even my pistol, though, so they're not too tough to tackle if you've got much in the way of an active defense. Left alone, I've devastated a Nod base solo driving one of these, especially with no mean obelisks around. The Mammoth pulls through simply because it has so much armor it can take anything and keep ticking... So long as it's backed up. An engy on the offense would do well to get behind one of these, since they're practically mobile walls to hide behind and they will appreciate the repairs, making them very very difficult to destroy. If facing these, avoid getting within missile range at all costs. Plant mines and c4 if you want but be careful, and they can practically soak up explosions anyway. Hope for the best. Harvesters are crucial to defend and easy to hit. If you're an advanced engy, plant c4 mines on them and timed c4. If they drive near an enemy, kaboom! the timed c4 can weaken them quite a bit, but you have to get them on the way up, which is very risky but effective, since no one would expect that kind of attack. Likewise, it's difficult to protect them since they like to go on a sightseeing tour of the front lines before doing the whole

tiberium-gathering thing. The least (and the most) you can do is repair it each time it actually gets back in one peice, giving it a much better chance to make a second succesfull foray out and back.It's quite late now, thanks for submitting your tactics, hopefully we'll all be the wiser for it.Engineers- We fix the stupid people's mistakes.

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