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Subject: Engy Strategies, Multiplayer

Posted by [Anonymous](#) on Wed, 06 Mar 2002 20:50:00 GMT

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Totally agree with both of your comments. Especially NOd, with its relatively easy-to-break defences. I have played in games where the starting credits are 500+. If someone in GDI is good, he/she would get the Hotwire class and rush for the NOD base. 1 guy took out the NOD power plant before the game was 3min old. The next game, he wiped the Hand of NOD. In these kinda situations, I would settle for the technician and went planting some prox C4 while the rest are slugging away. Cover the buildings and the tunnels. Usually 1/2 mines in the tunnels & the rest hidden (behind crates, behind walls where they would not spot). Once done, get a buggy and go for some hjoy-riding!

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