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Subject: One man army.

Posted by [Anonymous](#) on Mon, 25 Feb 2002 08:27:00 GMT

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One man army:As the game start immediatly run out with your normal trooper. Go down the enemy tunnels and lay a full clip into the power plant, that gets the computer to say "power plant under attack" and get the enemy pretty riled up. Kill as many as you can in the tunnels and out side. If you can place your C4 on their harv. When you die, you'll find you have enough money for a tech. plant mines in the tunnel doorway's up high and behind the boxes. They hight is essential since it will blow up by their head, needing one or two for a kill instead of 4 to 5 mines. Then mine the Tower and the barracks. About now, your harv should be back and you'll have enough cash to buy an APC. Get a reload and go destroy the tower. Park the apc as close as you can to the door to block line of site and entry in to the tower. Place C4 first then satchel charges, detonate them then lay mines in the entrance and reload your gun cause your gonna use it. THis is all with in the first 3 minutes of the game. Once thats destroyed, you can sneak in the back with the tech clearing mines as you go. Pistol is highly under rated, as four to 6 headshot will kill any normal trooper. Use C4 or beacon to destroy power plant. Everything from there is a sinch.This can fail if you wait too long but, over all your protecting your base and putting the enemy on the deffensive, reacting to your actions instead of acting against you.If you fail the first time, get some one to buy and apc or wait till you have enough. The enemy right now should be spending alot of money trying to mount an offensive. Next time you get an apc, take the high road instead of the tiberium field and avoid all the enemy fire.With more people in the apc, you will last longer, but also create more lag. Also you can do this with a flame tank and only use the C4, quickly get back in and flame the tower, the combination of both will take the tower down before you blow up.So many tactics, so little time.

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