Subject: Demo Tactics (Map "Under")
Posted by Anonymous on Wed, 20 Feb 2002 20:34:00 GMT
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As GDI, 2 friends and I successfully cracked Nod's base in a few quick minutes. We had Mobius, Hotwire and an Engineer take the back tunnels into the back of the Nod base and strafe-jump to get to the power plant. Usually only the Engy got railed and the others made it in to wipe the floor with C4. Once we did this, all hell broke loose, as our whole team rushed in and busted the joint up. The best part was that we would speed up in a humvee, hop out and C4 a building, go back to base, refill, and repeat. Nod couldn't figure out what was going on by the time we had the PP and OB down. Too bad we couldn't fit the humvee in the tunnels, cause it would have been over right there!