Subject: My little strategy guide... Complex 2v2's.
Posted by flyingfox on Fri, 25 Feb 2005 14:54:14 GMT
View Forum Message <> Reply to Message

Listen how about instead of grenading the strip at the start, bring an engineer & soldier through the tunnel to take out one of their buildings; where the engineer plants his timed and remotes himself immediately to get back to base while the soldier guards the MCT and gets himself killed by the timed C4 as it goes off, killing the building (or he could always hide and try to steal a Nod vehicle by killing the soldier running for it).

Of course if you were caught mid-route in the tunnel, and provided you won, they'll know what you're bringing so you find the money box, remote yourself and save for an apc, etc like you decribed up there. And vice versa if you were the ones killed.

I was also thinking you could do this with a grenadier and a standard soldier atop the mountain, but that isn't as good because they can remote your building and get themselves back to their base in time to save the building you have to grenade as well as wait for the timed Cs to go off. the grenadier could always, instead of hurting the strip, hurt it as he runs into the base and plant his timed C4, which would be much better than waiting at the top.