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Subject: Re: Using free soldiers

Posted by [Lijitsu](#) on Sun, 18 Dec 2005 05:44:10 GMT

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runewood wrote on Sat, 17 December 2005 17:29 Here is my bit, 3 mammals at an AGT, gg nod cant get in.

That's wrong in certain circumstances. Consider it to be like this: Under, GDI base defenses are down, and so is the Nod Tiberium Refinery. Nod has been pounding GDI's base with Artilleries, but haven't destroyed anything other than the Advanced Guard Tower. GDI takes down one of the Artilleries and the driver. He buys a Stealth Black Hand and a Nuclear Strike Beacon. Two other people swap from Nod Soldiers to Flamethrower Troopers.

They get to the tunnels for GDI, and the Flamethrower Troopers sacrifice themselves on the mines, and the Stealth Black Hand walks through. He sets the Nuke up at the Weapons Factory and yells in all chat "WF!" Now, since he's on the other team, they aren't likely to listen to him. Unless there's a sniper in the base that isn't a dumbass, and uses his rifle's sound detection ability, then that Weapons Factory is more or less toast.

Yeah, they may find it, hell they may even kill the guard, but that doesn't mean that they can disarm it. A good enough defender can defend the Beacon until it's at 5 seconds.

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