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Subject: Re: Using free soldiers

Posted by [flyingfox](#) on Mon, 19 Dec 2005 02:22:17 GMT

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Quote: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.

That's just the backdoor technique, when it comes down to it. If GDI rely on their front line defence for their total base defence it's their loss. If the soldiers not dedicated to repairing buildings or manning the mammoths get themselves to the tunnel and defend it with human intelligence rather than some static mines, Nod'll be really hard-pressed to get in without some sort of organisation and ideas.

Of course, even simply defending the tunnel and main entrance won't necessarily work...what if Nod bring a team of competent players to the tunnel, eliminate whoever is defending it and (your suggestion) get flamethrowers to blow the mines with SBH to proceed, while those that survived killing the tunnel defence distract GDI.

Anything's possible with teamwork, really. It's just that so many of the old-timers refuse to participate in tactics like that, and would rather keep the game at a hopeless chokepoint and let GDI win.

p.s. I agree with the HT guy that posted earlier. The thread starter's post is a 100% accurate long-time player's advice, and it's good advice

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