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Subject: Re: Military Tactics

Posted by [Jargh193](#) on Fri, 30 Nov 2007 00:32:11 GMT

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What I haven't seen done, and have tried IG to get people to do it once, is a proper LT rush. LTs are the fastest tank, little slower than APC but more armor, and can carry a passenger.

Take Fields,

Nod buys 5 LTs, 5 techs driving and 5 techs riding. now rush the AGT, don't stop until you get there, if you do this the AGT will be down in no time. should work on most maps too, except hourglass, too much distance there between the AGT and the open area to get to the AGT. With that many engineers and techs they don't need to go into the AGT to C4, anywhere on the building will do. Plus this tactic causes a lot of confusion in the GDI base, enough to move the rest of the Nod forces into position

Snipers, stop shooting at the enemy tanks and go for the people repairing them.

Stanks, Stop fighting everything on the way to a rush, it defeats the reason for being a Stank.

SBH, see above with a side note...don't try to take a Havoc on 1 to 1, it won't end well for you unless you are right on top of him. And when placing a nuke, go in pairs, 2 nukes, place timed C4 on a building farthest from your target, run to your target and place the nuke, before the beep starts sounding the GDI people will be running to the C4'd building thinking that that is where the nuke is at, and both the SBH should be nuking a different building or at least be on opposite sides to make it harder for the disarmers to get both. Remember, the S in SBH stands for Stealth, use it.

Engineers, 2 to 3 should stay in base at all times (preferably Techs and hotties, they can mine) if a tank goes out a repairer should go with it. You may not get MVP, but you will get Defending the Base medals and Good Tank Support Medals if that is what you are after. And for god's sake, mine the base right, it takes a lot of mines to stop a vehicle, so put the mines on tunnel entrances (not in the tunnel, but in a spot that can be seen by the base defenses) this will make the enemy rethink an infantry rush.

And I hate seeing this one..."Fall Back"...right after your team takes control of an area. stand your ground, get some repairers up there and wait for back up. regroup and mass while you are holding them off at their doorstep then go in and as a group, everyone target the lead vehicles target and Missions will be completed faster.

There is a lot more things I have seen that would make Chesty Puller roll over in his grave, but until you can find a better way then go with the SOP at the time.

Last Note then I'll shut up....GDI....I say again....GDI, Never Never get out of your vehicles to repair them. To quote myself yesterday "We are GDI, there is always SBH in our base."

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