Subject: Here is a fun stratigy for GDI!
Posted by Viking on Wed, 12 Jul 2006 09:28:02 GMT
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If you are GDI right in the beggining have EVERYONE get engis and run twords the oblisk it fires so slow atlease 1/3 of you will make it!!

Than put youre C4 on it and boom!

Get the ob right in the beggining and OWN!!!

Subject: Re: Here is a fun stratigy for GDI!
Posted by MexPirate on Wed, 12 Jul 2006 10:06:17 GMT
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It's worth remembering that the ob has splash damage so will kill several of you if you stand to close together.

Also the ob will fire at the person at the back, so best to run out first and let some other sucker get fried for you.

Subject: Re: Here is a fun stratigy for GDI!
Posted by Dave Mason on Thu, 13 Jul 2006 00:50:43 GMT
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Subject: Re: Here is a fun stratigy for GDI!
Posted by Berkut on Thu, 13 Jul 2006 03:30:34 GMT
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Holy... That signature! I've seen that somewhere... something-"away." It had something to do with a tunnel, a spectre, and a river. That's all I can remember...

Anyway, I don't think that would work very well. The OB is not worth wasting 15+ engies to disable. An APC rush uses less corpses, and has a higher rate of success.

Subject: Re: Here is a fun stratigy for GDI!
Posted by Dover on Thu, 13 Jul 2006 03:38:44 GMT
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An APC rush is expected. This isn't.

In addition, engies are free, and the ob doesn't even collect the two (2) points for killing one.

Don't get me wrong, I'm not defending this stupid idea. There's no way to get 15 people to cooperate in such a ludacris idea, and even if they did cooperate there wouldn't be anyone in the GDI base to defend. With buggy rushes and early APC rushes as popular as they are, that's very very bad.

Not to mention that any basic soldier could easily outdistance, and therefore kill, an engie. One lone $500 sniper will put this entire strategy in the crapper. And what about Nod soldiers you encounter along the way to the base?

Bad idea

Subject: Re: Here is a fun stratigy for GDI!
Posted by PlastoJoe on Thu, 13 Jul 2006 04:51:24 GMT
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"Spirited Away" is the movie you're thinking of. Saw it...thought it was ok, but not much more.

Keep in mind that these engineers might make it past the Obelisk, but there's no way they could defend themselves from other players. They just have pistols against rockets, Volt rifles, Ramjets, etc.

Which is pretty much like Dover just said...

Subject: Re: Here is a fun stratigy for GDI!
Posted by Viking on Thu, 13 Jul 2006 09:15:32 GMT
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If u do it in the beggining of the game like i suggested they wont have but regulat class soldiers.

Subject: Re: Here is a fun stratigy for GDI!
Posted by Dover on Thu, 13 Jul 2006 15:19:16 GMT
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n00bstories has starting creds set at 350. At 350 nod could buy:
-Buggies
-Officers
-Rocket officers

-Chem troopers

After 25 seconds:
-SBH

After 50 seconds:
-Artillery
-LCG Black Hand

After 75 seconds:
-APC
-Black Hand Sniper

Do you really think you could rally 15 people in less than 75 seconds, or even get over to the enemy base? Or even survive the trip over there? It's a common tactic in a map like C&C_City_Flying, for example, to use basic infantry to destroy the enemy harvester and protect your own. Don't you think these basic infantry might notice 15 engineers running toward the base and interfere?

Not to meantion the buggies or APCs, which will laugh at you and then kill you four ways before you realize you're dead.

Subject: Re: Here is a fun stratigy for GDI!
Posted by mrpirate on Thu, 13 Jul 2006 16:08:18 GMT
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This is the sort of tactic that might be fun to try out on Hourglass if you're just goofing around with clanmates or something.

Subject: Re: Here is a fun stratigy for GDI!
Posted by MexPirate on Thu, 13 Jul 2006 20:27:31 GMT
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are you guys serious or just taking the piss?

This tactic is best used that start of the game when its not expected, if you have a few clan members on TS then it really isn't difficult to pull it off with 3 or 4 people, in smaller games it is obviously much more effective - I have suceeded several times doing this.

I play with zero starting credits, any other way is stupid imo.

Do you guys only ever play on large public servers?

EDIT: oh yea, the film is spirited away, it is awesome - if anyone liked it they should check out other Gibli titles, like laputa, howls moving castle or totoro - there is a DVD pack including most of Mayazaki's films available on Ebay cheap atm.

Subject: Re: Here is a fun stratigy for GDI!
Posted by Dover on Thu, 13 Jul 2006 20:52:06 GMT
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I play on n00bstories pretty much exclusively. Yeah, it's a large public server, but I've grown to respect most of the players and mods there.

I say most because all public servers have their fair share of n00bs.

As I meantioned above, n00bstories has started creds set at 350, which is nice because it gets the game started sooner and means there's less waiting for the cash to come in.