
Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:16:00 GMT

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I tried these tactics and they seem to work out really well. Yet please note that they were used in the map "Under" (I only have the demo) and all the games were around 2-10 players.

GDI TACTICS FOR "UNDER"As GDI, you're window of opportunity is somewhat small against Nod. But it is possible to take them out. TACTIC IAs a mammoth, MRLS, or medium tank, you can always stay a little out of the Nod obelisk's range. There will be one turret that gets in your way, but you can destroy it. There is a mountain near the Nod entrance, and if you stick somewhat behind where it curves, you'll be out of the obelisk's range. From there you can get that turret mentioned previously, and the Nod airstrip, which should cripple them majorly.

TACTIC IIGet a good long-range weapon character such as Gunner or Sydney. When you've done that, go through the tunnel leading into the Nod base (you might want to bring an escort if things get sticky). From there, go to the tunnel exit that's right next to the power plant and obelisk. Equip your weapon and while standing in the doorway as not to get shot by the obelisk, unload your weapon on the power plant. It will take two trips, but if it goes smoothly, you can knock out the base power and the obelisk will be inoperable. Another tactic you could use from there if the base is not defended is to run like crazy after you've unloaded on the power plant and put a C4 on its MCT.

TACTIC IIIOnce you've accomplished these things, rally up a tank force and destroy the barracks or go in secretly and plant the ion cannon beacon\C4 inside of it. After their unit producing structures are out, you've practically won. Just destroy the rest of their buildings, but watch out for the minigunners cause they can get pretty darn annoying after a while. Just bring a hummvee and run them over if they give you any trouble.

NOD TACTICS FOR "UNDER"Since Nod is all about stealth, their tactics work a little more smoothly then GDI's tactics.

TACTIC IAs Nod, the only thing stopping you from decimating GDI's base is the AGT. You must take it out using any means possible. The thing that worked for me was a flame tank. Just drive really close to it and keep shooting. Try to get in back of it after you're next to it because it has a blind spot there. If your vehicle explodes, try to run into the AGT and plant a C4. Just repeat until its taken out. Please note that if the GDI is using engineers you may need more flame tanks to attack in one strike. You'll need to take it out quickly before its repaired.

TACTIC IIOkay, now that the AGT is out, its time to have a little fun. Get enough money for a black hand (the stealth kind), and for maxium results, by a nuke beacon as well. Once this is done, tell everyone to be on base defense, and just run out into the battlefield and enter the GDI base from its main entrance. No one will see you, but don't get too arrogant about it. I know its fun to just sit and watch everyone pass you, but if you stand still for too long they'll see you. Now, run into the barracks with your nuke and wait until everyone is gone (they can see you plant the nuke if they are in the barracks-you're not invisible for a brief moment). Also, try to let no one see you enter, because when doors open mysteriously, they'll know where you are. Plant the nuke beacon on the end game pedestal by holding down the fire button and waiting for it to charge up. IF they're smart and you think they'll find it and dispose of it, plant it somewhere else that's less suspicious. Now, run to another building and put your C4 on a terminal in case the beacon ended up somewhere else then the end game beacon location (it happens all the time and its really annoying). Run out and if you missed the end game beacon location, repeat the tactic again but this time put your C4 on the same building you did last time, and put the nuke beacon in a different building. It takes about three C4 runs to destroy a building, and if you put them all in one spot, it will work very efficiently. After the barracks, you'll want to take out (in this order): War Factory Tiberium Refinery Power Plant Then you've won without even driving a flame tank inside of the base! A cool thing you can do with the

black hand is to stalk people inside of the base after you've unloaded your nuke and C4. Like I remember following an engineer into the freshly destroyed weapons factory. He looked sad and was examining the damage. It seemed he was a little angry, so he took out his pistol and started shooting at the MCT. Then I sneaked in back of him with my laser and shot him! You can guess how suprised he was![February 16, 2002: Message edited by: AngryVortex][February 16, 2002: Message edited by: AngryVortex]

Subject: Demo Tactics (Map "Under")
Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:28:00 GMT
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Good tactics man!

Subject: Demo Tactics (Map "Under")
Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:35:00 GMT
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is there a site in english tat i can get a mirror? (I waited 7 hours in line to start downloading and my com freezes! and the main forum is malfunctioning)

Subject: Demo Tactics (Map "Under")
Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:40:00 GMT
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Pretty decent tactics for someone not in the bata, you catch up really fast Btw it's not that easy to place a nuke in the barracks, if they've mined the entrance you might find yourself a bit dead before reaching the pedestral Mining the tunnels is also a good tactic. As for the AGT, its underpowered in the demo. The real AGT does a LOT more damage. However a flame tank rush (3-4 flamers are enough) can take it out, provided you got the element of surprise on your side.Oh, btw you can escape the obelisk's blast if you time your actions and jump/strafe at the moment it fires.

Subject: Demo Tactics (Map "Under")
Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:41:00 GMT
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Very good tactics for smaller games. I'll remember them if I end up in one. However, the 32 player games I've been doing all day require a totally different set of tactics as there are just too many people able to defend the base at any given instant.

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Sat, 16 Feb 2002 09:53:00 GMT

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If they mine the entrances to buildings (especially the all important barracks) there is a simple solution. Go to another important building OR put the beacon right outside of the building. It might not do as much damage, but it's still a pretty good blow. And also, if you're in a small game, the enemy is too busy trying to find a good way to destroy you. As for GDI, if they mine the tunnels just be careful not to set the mines off. If it's a small game they probably won't even bother to mine the tunnels. And also, even though you can dodge obelisk fire, it's still a lot safer to shut down the obelisk. I'd recommend shutting it off over dodging its fire (although dodging it can be pretty fun).

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Sat, 16 Feb 2002 19:05:00 GMT

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i was trying the flame tank tactic with a buggy, and in very laggy server, so i was ****ed everytime, not even knowing myself of what was my position

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Sun, 17 Feb 2002 01:43:00 GMT

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Although those are good tactics, they are more difficult to perform than other more dependable tactics. By far the easiest way to take out a single building is with Hotwire or Technician. They carry enough C4 to destroy a building in one run without revealing that you're blowing it up. Run into the furthest tunnel from the defense of the other base and run to a safe spot in the enemy base. Since the powerplant is in the back, there are very few defensive players back there. At least in this demo, there aren't a lot of defenders. Run INSIDE the enemy powerplant and use the handgun to take anyone out and plant some proxies near the doors. Place two remote and two timed on the module (You might only need three, but I used four to make sure). Detonate a few seconds later to make sure they can't repair the building before the timed goes off. This is a quick-striking attack. You have to depend on your team putting frontal pressure on the enemy and the tunnels being relatively safe, but if you get in to the power plant, you could single-handedly win the game for your team.

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Sun, 17 Feb 2002 06:36:00 GMT

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Harder than it sounds Ghost. The Obelisk will easily kill unskilled players and the AGT does it best to slice and dice anyone that come. It have found it much harder to do this in the new build that even before. Orlean Knight

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Wed, 20 Feb 2002 20:34:00 GMT

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As GDI, 2 friends and I successfully cracked Nod's base in a few quick minutes. We had Mobius, Hotwire and an Engineer take the back tunnels into the back of the Nod base and strafe-jump to get to the power plant. Usually only the Engy got railed and the others made it in to wipe the floor with C4. Once we did this, all hell broke loose, as our whole team rushed in and busted the joint up. The best part was that we would speed up in a humvee, hop out and C4 a building, go back to base, refill, and repeat. Nod couldn't figure out what was going on by the time we had the PP and OB down. Too bad we couldn't fit the humvee in the tunnels, cause it would have been over right there!

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Thu, 21 Feb 2002 18:03:00 GMT

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i once took out 3 buildings by myself in three consecutive hotwire runs... they were the power plant(which helped my guys enter the base), the airstrip(which prevented them from stopping the onslaught), and the refinery(which stopped their income)... then i went to destroy the Hand of NOD... but someone had already planted a few c4's... so i planted some then set them off... the other persons c4 finished it off... i then went up the stairs and found my buddy planting the ion cannon beacon... then being a hw i used my pistol to shoot anyone coming... the nod guys i faced were only shooting my body... i went straight for the head... i killed three of them then jumped out the window and watched as my guys started flooding in in mammoth tanks... i ended up the MVP with a score of 1400... i was happy... especially considering i only had the demo for a day... and had only destroyed one building beforehand...heres a very good strategy if your gonna hide in NODS base... it might work for gdi i dont know... but anyways... enter through the tunnels and make sure the pp is out... then run behind the airstrip(on the side with water)... wait for a flame tank to come and take it... then go on a rampage... show them the power of their own tanks... i did this once and they actually repaired me... i guess they didnt notice my gdi symbol... so stealing vehicles works... even better if its stealth...

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Thu, 21 Feb 2002 19:50:00 GMT

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It isn't NOD. It is called Nod.

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Thu, 21 Feb 2002 20:09:00 GMT

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So it is. So what?

Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Sun, 07 Apr 2002 12:21:00 GMT

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Subject: Demo Tactics (Map "Under")

Posted by [Anonymous](#) on Tue, 23 Apr 2002 10:19:00 GMT

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quote:Originally posted by aircraftkiller2001:It isn't NOD. It is called Nod.It isn't Nod. It is called "Brotherhood of Nod".
