
Subject: Some *Useful* Tactics

Posted by [Anonymous](#) on Sun, 24 Feb 2002 01:26:00 GMT

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After getting a little bored with c&c_under, I have been trying out all new tactics, most of them I use and I'd like to share...1) Engineers who protect base can save up money, buy vehicles, and then store them behind NOD Tiberium Ref. or GDI Weapons Factory (As long as lamers don't come along and steal them, however most of the time, they don't check). This way, others who have spent their money on Weapons or other items won't have to wait to buy vehicles. It may not seem like the best tactic, but you'd be suprised how much faster your team can advance this way.2) Drive Humvees (Bugies?) in buildings! For example, when some NOD APCs decide to infiltrate the GDI Guard Tower, you can only guess how funny it would be when they are ready to plant Remote C4s/Timed C4s/Nuclear Strike on the Control Panel and to their suprise they get run over while inside. You can also stay in your humvee and block anyone from coming in, but sometimes people take advantage of this.3) Use Stealth Soldiers to gain access to GDI via Harvester. I am not sure if anyone has mentioned this one, because sometimes I see people try to do this. Anyway, you buy a NOD Stealth Soldier, use the GDI Harvester as a sheild and make it to the back entrance of the GDI Weapons Factory. This one takes a few tries and can't be done in any lag, but I have done it a few times before.4) Run People over the fun way! I know everyone knows this one but for those who don't, you have to try it. Get a Stealth Tank and carefully go behind GDI Infantry while they are Sniping, AFK or Shooting at other NOD. Then, from there you run them over. However, make sure you don't do it where there are a lot of rocks for the enemy GDI to hide or escape and don't make them see you in anyway.I forgot a lot of my tactics, but I guess if I remember, I'll post them as replies or something. Have Fun! ^_^

Subject: Some *Useful* Tactics

Posted by [Anonymous](#) on Sun, 24 Feb 2002 10:12:00 GMT

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Nice post! I didn't know about that tip for using the GDI harvester as a shield, I think I'm going to go try that out right now!

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Posted by [Anonymous](#) on Sun, 24 Feb 2002 13:04:00 GMT

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even better is follow the harvester and plant c4 inside of the tib refinery, in the harvester garage. its impossible to defuse and tuff to find.

Subject: Some *Useful* Tactics

Posted by [Anonymous](#) on Sun, 24 Feb 2002 13:11:00 GMT

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Plant TONS of remote C4 around the AGT. You can reload and put more down without losing the

old stuff. Then wait for a flame rush and give 'em a little aloha. Plant remote C4 on the back of the enemy harvester and blow it when the thing docks. You can use timed C4 if you time it right.[February 24, 2002: Message edited by: Crazy Ivan]

Subject: Some *Useful* Tactics
Posted by [Anonymous](#) on Sun, 24 Feb 2002 13:16:00 GMT
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you can better take out the rif first, they dont get the money anymore, they can only buy the 0 cost soldiers(some players may have some money left like 600 to 1200 but thats it , then take out the power plant, that is what i always do it works very nice=)[February 24, 2002: Message edited by: Revangerr]

Subject: Some *Useful* Tactics
Posted by [Anonymous](#) on Sun, 24 Feb 2002 16:20:00 GMT
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Yeah, that works really well. Most of the time, if you plant the Nuclear Strike Beacon in a uncommon place, they won't bother to check there and you'll get away with some points and a destroyed building.

Subject: Some *Useful* Tactics
Posted by [Anonymous](#) on Sun, 24 Feb 2002 18:34:00 GMT
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havent tried yet, but if ur Nod, u may be able to place nuke in weapons factory garage (as long as a vehicle is being made) the only way that GDI will get outta this one is if they are quickly organized enough to have sum1 buy a vehicle for only the purpose of opening the garage door and IMMEDIATELY have 2-3 engineers go in and disarm it

Subject: Some *Useful* Tactics
Posted by [Anonymous](#) on Sun, 24 Feb 2002 19:44:00 GMT
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if they make a vehicle, you will get crushed

Subject: Some *Useful* Tactics
Posted by [Anonymous](#) on Sun, 24 Feb 2002 19:46:00 GMT
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I mentioned using the Harvester as a shield in the "How the hell do you sneak past the AGT" thread, but had never had a chance to try it. I thought about doing it with a stealth Black Hand and I'm glad someone has proof that it works! [February 24, 2002: Message edited by: urban_skunk] [February 24, 2002: Message edited by: urban_skunk]

Subject: Some *Useful* Tactics
Posted by [Anonymous](#) on Sun, 24 Feb 2002 22:43:00 GMT
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quote:Originally posted by Fartmuffin:havent tried yet, but if ur Nod, u may be able to place nuke in weapons factory garage (as long as a vehicle is being made) the only way that GDI will get outta this one is if they are quickly organized enough to have sum1 buy a vehicle for only the purpose of opening the garage door and IMMEDIATELY have 2-3 engineers go in and disarm it. The door opens when you run up to it. I've planted several beacons in the WF assembly room. Only problem is you have to get out quickly or get crushed. Once an egies in there to defuse they usually don't buy vehichles.

Subject: Some *Useful* Tactics
Posted by [Anonymous](#) on Mon, 25 Feb 2002 00:40:00 GMT
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WOW Just tried that harvester sheild thing... worked like a charm. Snuck into the base and planted nuke in the War Factory Thanks for the tip!

Subject: Some *Useful* Tactics
Posted by [Anonymous](#) on Tue, 26 Feb 2002 12:38:00 GMT
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i found one today. to many times i see a person with the stealth blackhand troop just running in the open firing away, this defeats the purpose of the stealtch doesn't it. try finding a rock or some other cover nearby (preferable high as its harder to spot right away.) then, fire off a few shots, duck behind your cover (crotch down to make yourself less noticeable), wait for your cloak to kick in, come out of hiding fire and repeat. this worked extremely well for me tonight. a freind and i stayed up on the cliff almost the whole game and got spotted maybe twice. we took down about 4 medium tanks, 3 mammals, 3-4 hummvies and apcs and countless snipers and engineers/hotwires in the span of one game. also if your sneaking up behind a sniper make sure you go for the head, and just for safe measure plant some c4 on his back.
