
Subject: How to spend your money and other tactics...
Posted by [Anonymous](#) on Fri, 08 Mar 2002 20:36:00 GMT
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Ok here we go...Assuming the game start with 0 credits, I'll give you some advices how to spend your money the right way (I'm tired of seeing people buying a humvee to stop a flame rush....) First, well, you need to get some money... The easiest way is to take a machinegunner and shoot at the harvester, plant your c4 on it (no mather tiberium you are free). Can also use grenadiers. Look at your momey growing up as you shoot the harvey... once you die, DO NOT buy a hum-vee or a buggy! Be ingi!! and repair your Harvey!it's 300 bucks, plus thoses comming from reparing...Then go on a c4 run and damage whatever you can.... You'll die soon... Be ingi again, and look for biuldings to repair.... after that, funtime...you can choose between saving your money for high class char, beacon rush or heavy armor... Once again, do NOT buy buggies or hum-vee... theses are only usefull when you need wo get to the other base fast... they are next to useless on the battlefeild.... Artillery/mlrs are good invesment at the beginning of the game.. they are cheap, and got a lot of punch, plus quite a long range... Don't waste any money for light tanks, buy flamers instead... or wait for stealth.... gdi, med will needed to prevent any early flame rush.... As soon as you can, mobius/mendosa are neede to defend the base, and tech should already be mining the corridors....raveshaw/sidney are good investment too, and should follow the main strike force, to help them... be sure to bring a sniper with you....Everytime you die, start as ingie, and go back in the battlefeild to repair your freinds tanks....tech will soon discover that they got A LOT of money... 3000 or so, if the harvester survived all the trips...So it's time to buy tank for your whole team, or get a stealth tanks, stealth soldier and beacon... why the tree, try to figure out... It's my little secret.....Gdi, buy mamoth and tech, and have mlrs support... 3 to 5 people should always stay base defence on no basedefence maps.... stealth soldiers are pesky, and an unexpected flametank is devastating...Nod, keep tech in you base... mamoth are devastating....Buy buggies and hum-vees when your team got the ennemy surrounded in their base... It's a fast way to get there... and support your teammates, or bring a beacon.... well, that's it!! hope it'll be usefull!

Subject: How to spend your money and other tactics...
Posted by [Anonymous](#) on Sat, 09 Mar 2002 10:41:00 GMT
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those tips will surely be usefull to new playersgreat job!

Subject: How to spend your money and other tactics...
Posted by [Anonymous](#) on Sat, 09 Mar 2002 10:58:00 GMT
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yes, thanks.. nice tips even for us that have been playing awhile. i usually go engi right off but find there's not much to do. better to find the enemy harvester and do some damage. when i can afford it, i always go tech unless i see several running around the base. i always try to react to what the team is doing and buy something useful to support them. this is not quake 3, it requires teamwork just like a strategy game and if more players realized that, they'd be involved in more victories and climb the ladder instead of dropping down on the loser's side...

Subject: How to spend your money and other tactics...
Posted by [Anonymous](#) on Sat, 09 Mar 2002 15:58:00 GMT
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The Nod cloak-nuke rush works really well on maps with no base defenses. Place the beacon right outside the building that you want to destroy and then back off. Watch the beacon for engies who rush to kill the beacon. Wait until they get to the beacon and start shooting it. Aim for the head and unleash. Move a bit once they are dead and then watch and laugh as their building goes up in flames. This works the best on mostly undefended buildings such as the power plant and refinery whose destruction hurts almost as much as losing the barracks or vehicle plant. Also as soon as a map starts, get 2-3 engies to rush the other team's harvester with C4 and kill it. This gives your team a huge \$ headstart. [March 09, 2002: Message edited by: CanadianMonk3y]
